

PRIMA[®]



Official Game Guide

TT GAMES REVIEWED AND APPROVED



BATMAN[™] 2

DC SUPER HEROES



Platforms:
Xbox 360[™]
PlayStation[®]3
Wii[™]
PC



DC COMICS[™]



g a m e s







BATMANTM 2

DC SUPER HEROES



PRIMA OFFICIAL GAME GUIDE

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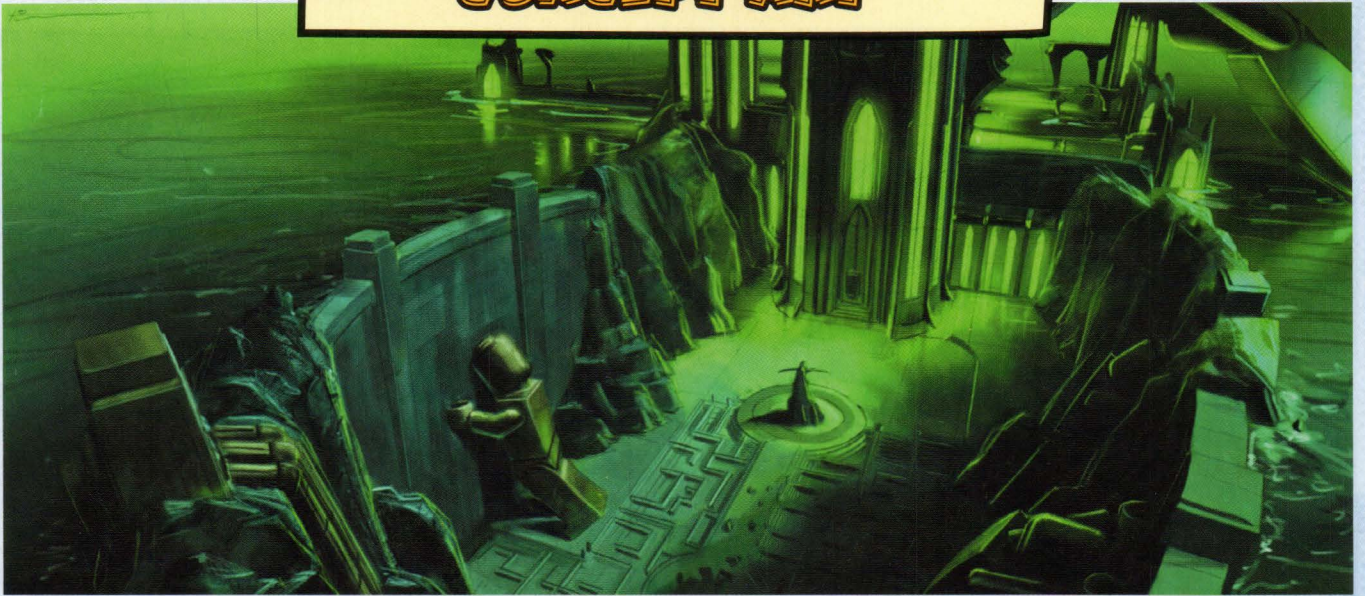
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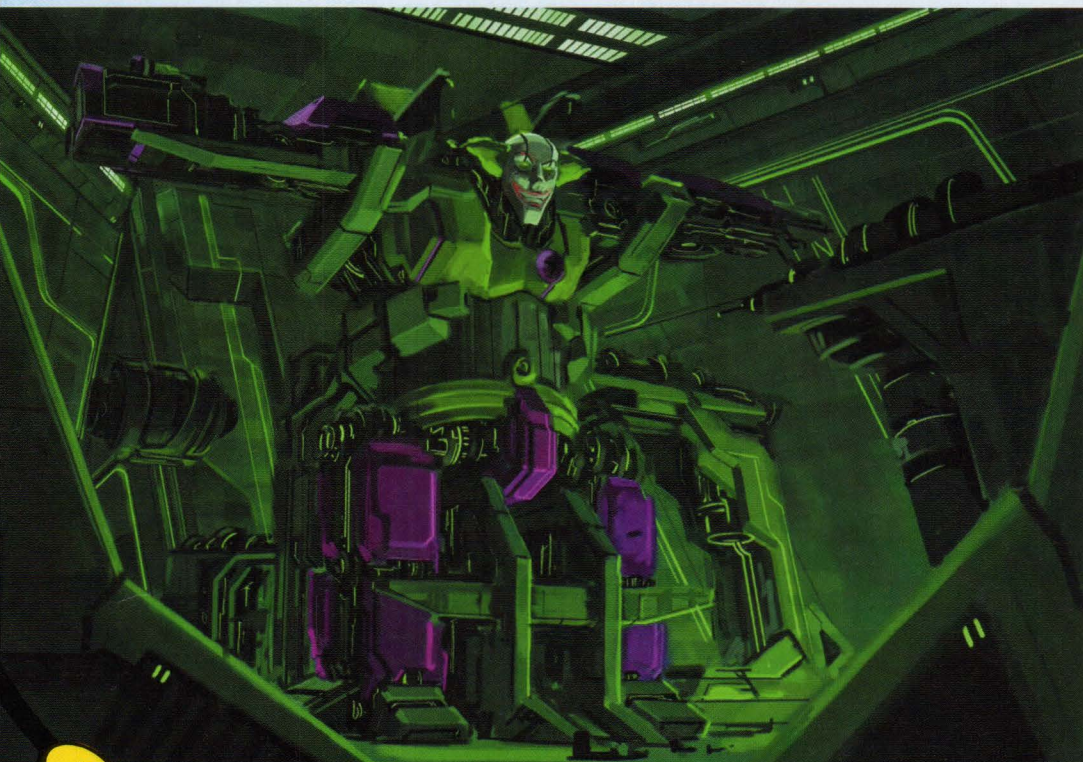
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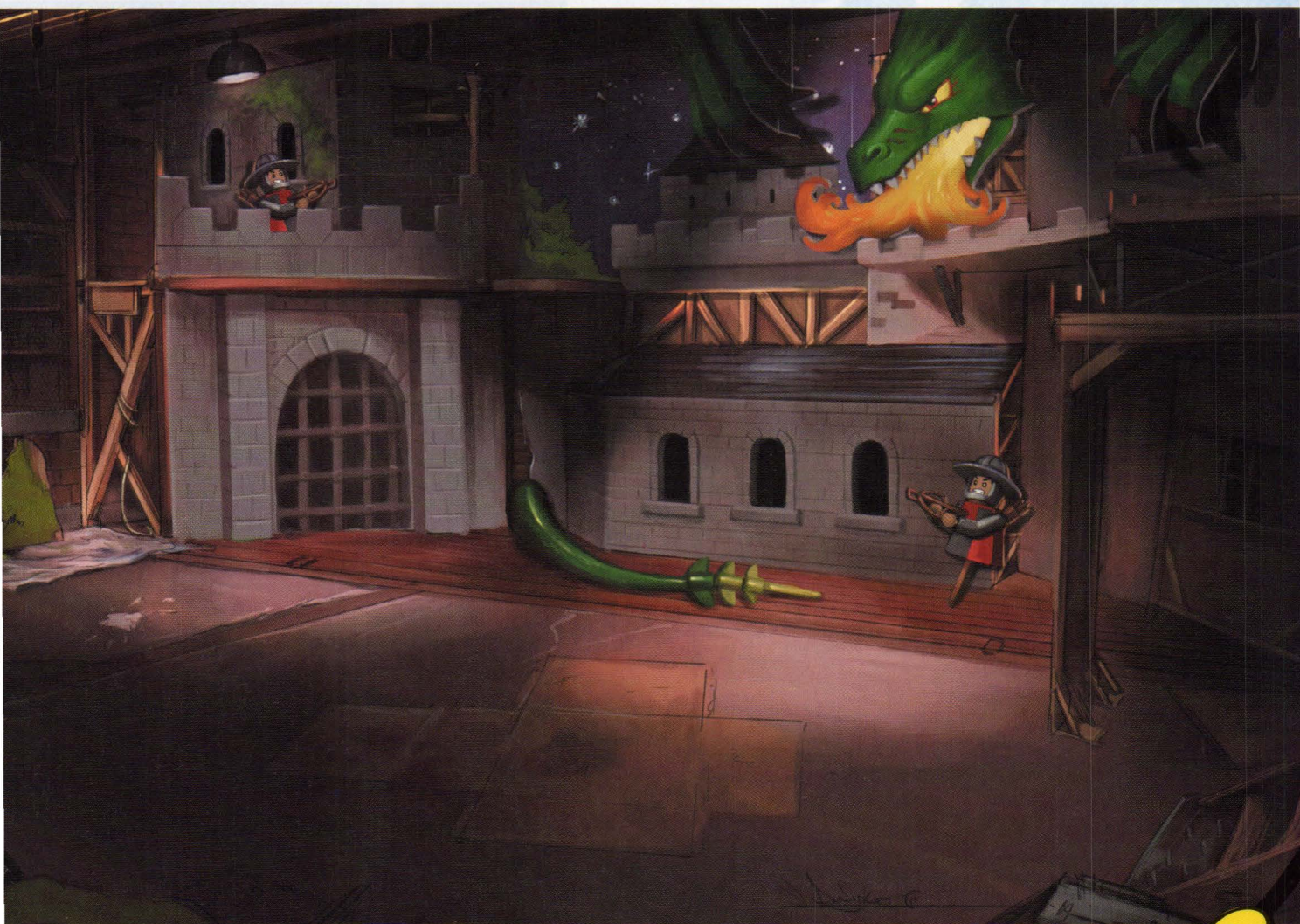
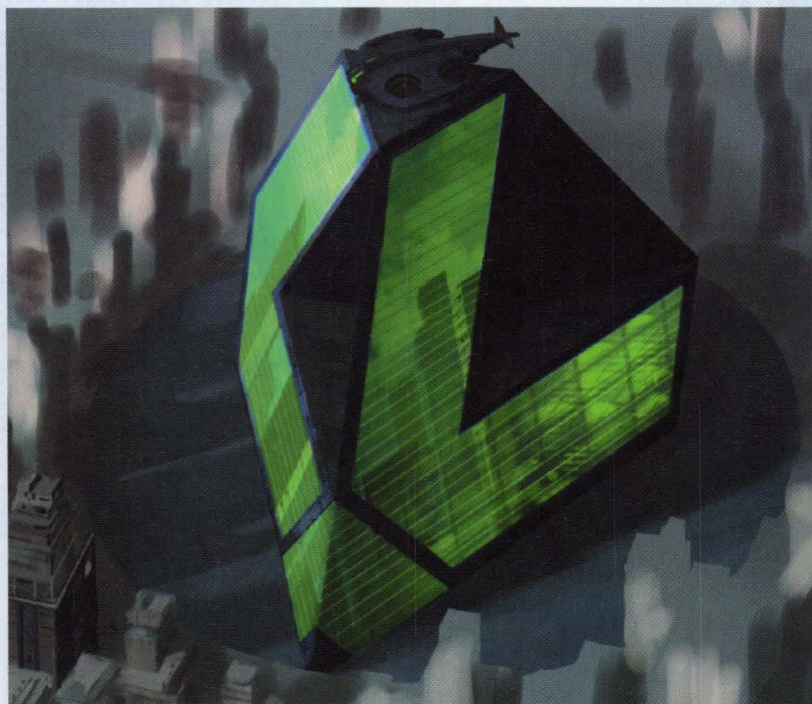
CONCEPT ART





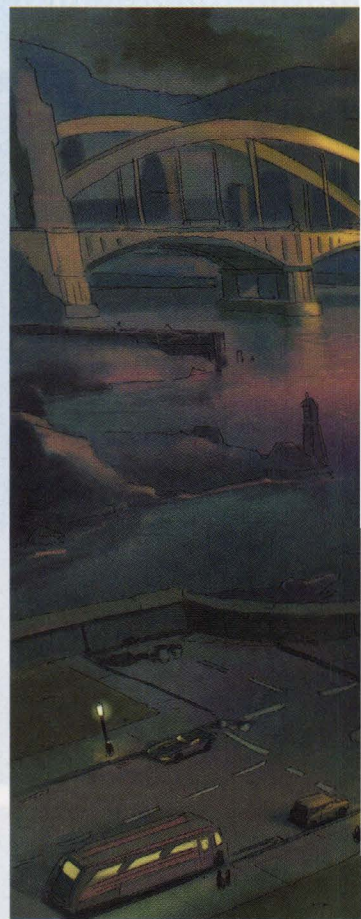




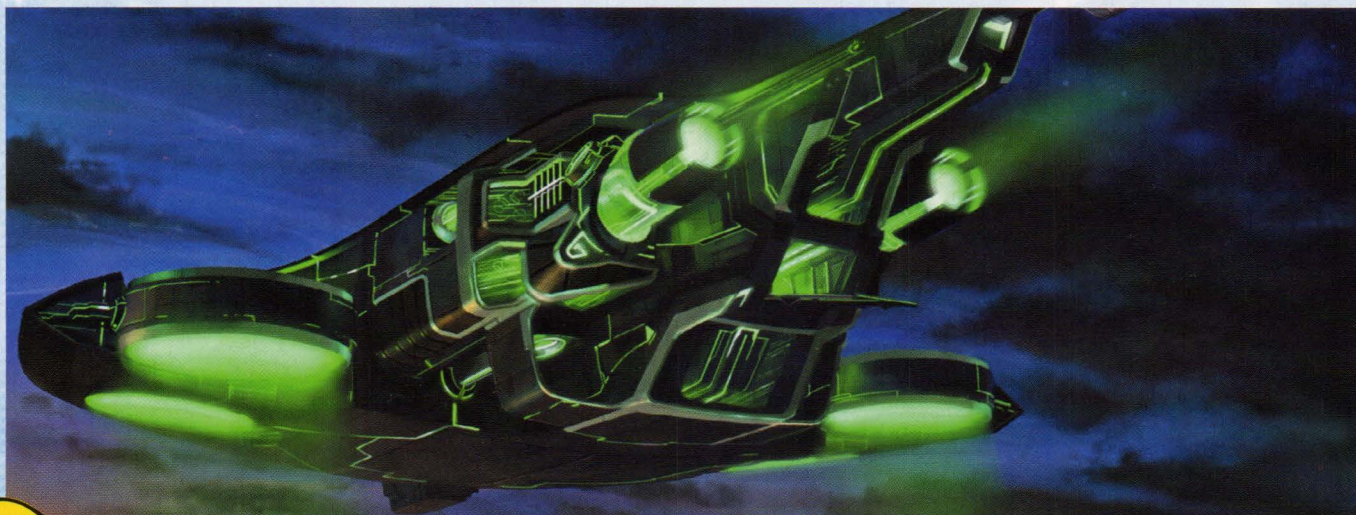












INTRODUCTION...

THANK YOU FOR PURCHASING PRIMA'S OFFICIAL GAME GUIDE TO LEGO BATMAN 2. THIS GUIDE IS PACKED WITH ALL THE INFORMATION YOU NEED TO CLEAN UP THE STREETS OF GOTHAM CITY AND FIND EVERY HIDDEN GOODIE IN THE GAME!

HOW TO USE THIS BOOK

Let's see what each chapter of this action-packed guide has in store for you.

CHARACTERS AND VEHICLES



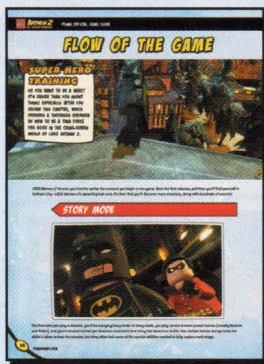
LEGO *Batman 2* boasts over 100 characters and vehicles to unlock and play with, and there's plenty to know about each one. This chapter fully exposes them all, giving details on their unique powers and skills, and what it takes to unlock them.

GOTHAM CITY



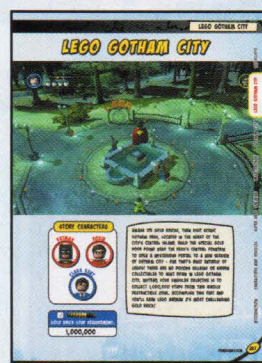
This city needs a hero ... are you up to the task? You'd better be sure, for Gotham City is a sprawling metropolis unlike any hub area you've explored in past LEGO games. With three dense islands and over 200 hidden characters, vehicles, and collectibles to hunt down, you may well spend more time cruising through Gotham City than in the levels! Fortunately for you, this chapter fully breaks down the hub, providing labeled maps, checklist tables, and all the info you need to clean up the streets.

SUPER HERO TRAINING



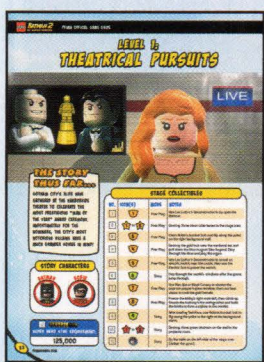
It's important to brush up on the basics of adventuring when patrolling a dangerous place like Gotham City. Flip through this brief chapter for a crash course in crime stopping!

LEGO GOTHAM CITY



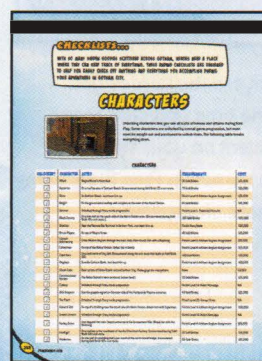
Spoiler alert! Are you sure you want to keep reading? OK, we warned you! There's a secret portal hidden in Gotham City—one that will whisk you away to a model-sized version of the hub that's built entirely out of LEGO! When the time comes, flip to this chapter to learn how to get the most out of this special stage.

WALKTHROUGH



Each of LEGO *Batman 2*'s levels is a unique mission that will put your problem-solving skills to the test. Puzzles and pitfalls abound, so turn to the walkthrough whenever you become stuck or lost. Every detail of each level is fully exposed here, with handy tables at the start of each mission that break down the goodies hidden within.

CHECKLISTS



Each time you accomplish anything of note in LEGO *Batman 2*, you commonly unlock something—something sweet! Flip to the back pages of this guide whenever you complete a task or unlock a new bauble, and check it off on the handy checklists we've provided. Fill out all those checkboxes, and you'll know you've done it all!

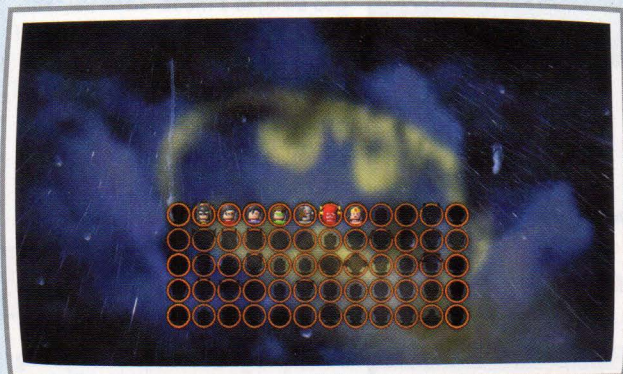
UNLOCKING CHARACTERS

CHARACTERS AND VEHICLES

OVER 100 HEROES, VILLAINS, AND VEHICLES AWAIT UNLOCKING IN LEGO BATMAN 2. EACH HAS ITS OWN UNIQUE MOVES, POWERS, AND ABILITIES. THIS CHAPTER REVEALS THEM ALL, AND TEACHES YOU HOW TO UNLOCK THEM.



Over fifty unique characters can be unlocked in LEGO *Batman 2*. These are the heroes, villains, and citizens that star in the game, and during Free Play, you get to play with each and every one!



The first few characters you'll unlock are the heroes you control during Story mode missions. By the time you beat Story mode, you'll have a small army of do-gooders on your side! You may then explore Gotham City with these heroes in Free Play, using their combined powers to unlock many more characters.



Defeat boss enemies to acquire villains, and locate gold doors to discover additional heroes and citizens. You can also unlock certain low-level enemy characters by beating up lots of thugs and goons around the city.

CHARACTER ABILITIES



MOST CHARACTERS POSSESS AT LEAST ONE ABILITY THAT ADDS TO THEIR VALUE. HERE'S A QUICK RUNDOWN OF THE DIFFERENT ABILITIES A CHARACTER MIGHT POSSESS:

Acrobat Ball: Only Robin can curl into a ball and activate ball sockets, and only while wearing his Acrobat Suit.

Acrobat Pole: Robin and Harley Quinn can flip along horizontal poles to reach special areas, but Robin must be wearing his Acrobat Suit.

Box Opener: Only the Joker and the Riddler can open special Joker and Riddler boxes hidden throughout Gotham City.

Deconstructor: Only Lex Luthor can rip apart black LEGO objects with his high-tech Deconstructor.

Dive: Aquaman and Killer Croc can dive underwater and explore the depths, as can Robin after he finds a Hazard Suit.

Double Jump: Certain characters can jump a second time in midair, such as Robin while wearing his Acrobat Suit.

Drain/Charge: Batman can drain or charge electric switches while wearing his Electricity Suit, as can the Joker with the use of his souped-up joy buzzer.

Explosive Attacks: Batman can destroy silver LEGO objects with explosive attacks while wearing his Power Suit, as can the Penguin through the use of his bomb goons.

Flight: Many characters possess the freeing ability to fly and hover.

Flower Power: Only Poison Ivy can travel through rare flower beds to reach special locations.

Glide: Several characters can glide through the air, making a long, slow decent to remote locations.

Grapple: Several characters can pull on grapple handles, for a variety of benefits.

Green Lantern's Ring: Only the Green Lantern has the power to build objects out of bouncing green LEGO pieces.

Heat Vision/Laser Eye: A powerful ranged attack that allows characters to overheat and destroy gold LEGO objects, and also cut through gold walls.

Ice Blast/Freeze Breath: Characters with freeze breath, or the ability to fire ice blasts, can douse fires, immobilize enemies, and freeze rushing water to create climbable surfaces.

Invincible: Many characters are immune to all forms of damage, such as Superman.

Invisible: Only Batman can become invisible and slip past security cameras, and only while wearing his Sensor Suit.

Magnetic: Certain characters are able to manipulate special magnetic LEGO objects, for a variety of benefits.

Power Build: Some characters are able to build objects out of bouncing LEGO pieces much faster than others.

Shatter Glass: A handful of characters possess the ability to shatter glass LEGO objects, for a variety of benefits.

Spray Water: Only Aquaman and Robin can spray water to douse fires and wash away toxic waste, but Robin must wear his Hazard Suit to accomplish this.

Super-Breath: Characters with super-breath can blow back enemies to keep them at bay. Tap the Action button to use super-breath as opposed to holding the Action button to unleash freeze breath.

Super-Speed: Only the Flash possesses super speed, which allows him to build bouncing black LEGO pieces into useful objects.

Super-Strength: Many characters possess super strength, enabling them to pull on glowing orange handles, for a variety of benefits.

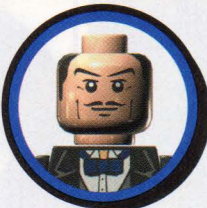
Wall Jump: Only Robin can jump between parallel walls, and only while wearing his Acrobat Suit.

X-ray Vision: Some characters have the ability to peer through special X-ray walls and manipulate their inner workings, for a variety of benefits.

CHARACTERS

ALFRED

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: SERVING TRAY
HOW TO UNLOCK: BUILD GOLD DOOR 2
COST: 125,000
LOCATION: FRONT DOOR OF WAYNE MANOR (NORTH ISLAND)
PREREQUISITE: 35 GOLD BRICKS



BATMAN (BATSUIT)

TYPE: HERO (SUIT)
ABILITIES: GLIDE, GRAPPLE, SHATTER GLASS
WEAPONRY: FISTS, SONAR GUN, BATARANG
HOW TO UNLOCK: EQUIP THE BATSUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



AQUAMAN

TYPE: HERO
ABILITIES: DIVE, SPRAY WATER, SUPER STRENGTH
WEAPONRY: TRIDENT
HOW TO UNLOCK: BUILD GOLD DOOR 7
COST: 125,000
LOCATION: ROOFTOP EAST OF GOTHAM BEACH (CENTRAL ISLAND)
PREREQUISITE: 70 GOLD BRICKS



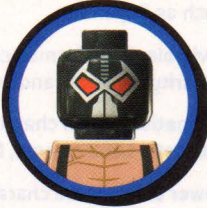
BATMAN (ELECTRICITY SUIT)

TYPE: HERO (SUIT)
ABILITIES: DRAIN/CHARGE, GRAPPLE
WEAPONRY: FISTS, BATARANG
HOW TO UNLOCK: EQUIP THE ELECTRICITY SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



BANE

TYPE: VILLAIN
ABILITIES: SUPER STRENGTH
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT BANE
COST: 125,000
LOCATION: MIDDLE OF GOTHAM BEACH (CENTRAL ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



BATMAN (POWER SUIT)

TYPE: HERO (SUIT)
ABILITIES: EXPLOSIVE ATTACKS, GRAPPLE, SUPER-STRENGTH
WEAPONRY: FISTS, HOMING MISSILES, BATARANG
HOW TO UNLOCK: EQUIP THE POWER SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



BATGIRL

TYPE: HERO
ABILITIES: GRAPPLE
WEAPONRY: FISTS, BATARANG
HOW TO UNLOCK: BUILD GOLD DOOR 12
COST: 125,000
LOCATION: ROOFTOP WEST OF THE POWER STATION (CENTRAL ISLAND)
PREREQUISITE: 65 GOLD BRICKS



BATMAN (SENSOR SUIT)

TYPE: HERO (SUIT)
ABILITIES: GRAPPLE, INVISIBILITY, X-RAY VISION
WEAPONRY: FISTS, BATARANG
HOW TO UNLOCK: EQUIP THE SENSOR SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



BATMAN

TYPE: HERO
ABILITIES: GRAPPLE
WEAPONRY: FISTS, BATARANG
HOW TO UNLOCK: BEAT LEVEL 1: THEATRICAL PURSUITS
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



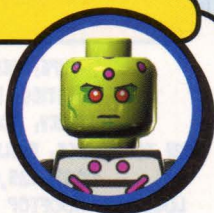
BLACK CANARY

TYPE: HERO
ABILITIES: SHATTER GLASS
WEAPONRY: FISTS, CANARY CRY
HOW TO UNLOCK: BUILD GOLD DOOR 5
COST: 500,000
LOCATION: ROOFTOP SOUTH OF THE METRO STATION (NORTH ISLAND)
PREREQUISITE: 150 GOLD BRICKS



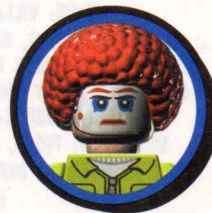
BRAINIAC

TYPE: VILLAIN
ABILITIES: FLIGHT, INVINCIBILITY, MAGNETIC
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT BRAINIAC
COST: 500,000
LOCATION: CENTER OF GOTHAM PARK (CENTRAL ISLAND)
PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



CLOWN GOON

TYPE: ENEMY
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT CLOWN GOONS IN GOTHAM CITY
COST: 50,000
LOCATION: GOTHAM CITY (ALL OVER)
PREREQUISITE: NONE



BRUCE WAYNE

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 15
COST: 125,000
LOCATION: TOP OF WAYNE TOWER
PREREQUISITE: 45 GOLD BRICKS



COMMISSIONER GORDON

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 14
COST: 125,000
LOCATION: WEST DOOR OF THE POLICE STATION (SOUTH ISLAND)
PREREQUISITE: 30 GOLD BRICKS



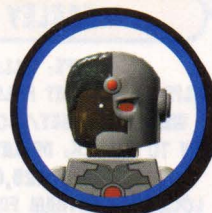
CAPTAIN BOOMERANG

TYPE: VILLAIN
ABILITIES: NONE
WEAPONRY: FISTS, BOOMERANG
HOW TO UNLOCK: DEFEAT CAPTAIN BOOMERANG
COST: 100,000
LOCATION: INSIDE ARKHAM ASYLUM (NORTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



CYBORG

TYPE: HERO
ABILITIES: LASER EYE, MAGNETIC, SUPER-STRENGTH
WEAPONRY: FISTS
HOW TO UNLOCK: BEAT LEVEL 14: TOWER DEFIANCE
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



CATWOMAN

TYPE: VILLAIN
ABILITIES: DOUBLE JUMP
WEAPONRY: FISTS, WHIP
HOW TO UNLOCK: DEFEAT CATWOMAN
COST: 125,000
LOCATION: ATOP THE POLICE STATION (SOUTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



DICK GRAYSON

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 4
COST: 125,000
LOCATION: ROOF OF HARBORSIDE THEATER (NORTH ISLAND)
PREREQUISITE: 40 GOLD BRICKS



CLARK KENT

TYPE: CIVILIAN
ABILITIES: HEAT VISION, INVINCIBILITY, POWER BUILD
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 13
COST: 125,000
LOCATION: ROOFTOP NORTH OF CITY HALL (SOUTH ISLAND)
PREREQUISITE: 100 GOLD BRICKS



THE FLASH

TYPE: HERO
ABILITIES: POWER BUILD, SUPER-SPEED
WEAPONRY: FISTS
HOW TO UNLOCK: BEAT LEVEL 15: HEROES UNITE
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



CLAYFACE

TYPE: VILLAIN
ABILITIES: SUPER STRENGTH
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT CLAYFACE
COST: 100,000
LOCATION: IN FRONT OF GOTHAM BANK (SOUTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



GENERAL ZOD

TYPE: VILLAIN

ABILITIES: FLIGHT, HEAT VISION, INVINCIBILITY, POWER BUILD, SUPER-STRENGTH, X-RAY VISION, FREEZE BREATH, SUPER-BREATH

WEAPONRY: FISTS, HEAT VISION

HOW TO UNLOCK: DEFEAT GENERAL ZOD

COST: 500,000

LOCATION: ROOFTOP NEAR THE METRO STATION (SOUTH ISLAND)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



GREEN LANTERN

TYPE: HERO

ABILITIES: FLIGHT, GREEN LANTERN'S RING

WEAPONRY: FISTS

HOW TO UNLOCK: BEAT LEVEL 14: TOWER DEFIANCE

COST: N/A

LOCATION: N/A

PREREQUISITE: NONE



HARLEY QUINN

TYPE: VILLAIN

ABILITIES: ACROBAT POLE, DOUBLE JUMP

WEAPONRY: FEET/LEGS, HAMMER

HOW TO UNLOCK: DEFEAT HARLEY QUINN

COST: 125,000

LOCATION: GOTHAM FUNLAND ENTRANCE (NORTH ISLAND)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



HAWKGIRL

TYPE: HERO

ABILITIES: FLIGHT

WEAPONRY: MACE

HOW TO UNLOCK: BUILD GOLD DOOR 8

COST: 125,000

LOCATION: ROOFTOP SOUTHEAST OF ACE CHEMICALS (CENTRAL ISLAND)

PREREQUISITE: 55 GOLD BRICKS



HAWKMAN

TYPE: HERO

ABILITIES: FLIGHT

WEAPONRY: MACE

HOW TO UNLOCK: BUILD GOLD DOOR 10

COST: 125,000

LOCATION: ROOFTOP JUST SOUTH OF THE NORTH ISLAND BRIDGE (CENTRAL ISLAND)

PREREQUISITE: 60 GOLD BRICKS



HUNTRESS

TYPE: HERO

ABILITIES: NONE

WEAPONRY: CROSSBOW

HOW TO UNLOCK: BUILD GOLD DOOR 6

COST: 125,000

LOCATION: ROOFTOP IN THE NORTH ISLAND'S SOUTHEAST CORNER

PREREQUISITE: 50 GOLD BRICKS



HUSH

TYPE: VILLAIN

ABILITIES: NONE

WEAPONRY: PISTOLS

HOW TO UNLOCK: DEFEAT HUSH

COST: 100,000

LOCATION: ROOF OF GOTHAM HOSPITAL (SOUTH ISLAND)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



THE JOKER

TYPE: VILLAIN

ABILITIES: BOX OPENER, DRAIN/CHARGE

WEAPONRY: PISTOL

HOW TO UNLOCK: DEFEAT THE JOKER

COST: 250,000

LOCATION: ROOF OF ACE CHEMICALS (CENTRAL ISLAND)

PREREQUISITE: BEAT LEVEL 15: HEROES UNITE



KILLER CROC

TYPE: VILLAIN

ABILITIES: DIVE, SUPER STRENGTH

WEAPONRY: FISTS

HOW TO UNLOCK: DEFEAT KILLER CROC

COST: 125,000

LOCATION: BENEATH THE WATER WORKS (CENTRAL ISLAND; CLEAR THE TOXIC WASTE)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



KILLER MOTH

TYPE: VILLAIN

ABILITIES: FLIGHT

WEAPONRY: PISTOL

HOW TO UNLOCK: DEFEAT KILLER MOTH

COST: 100,000

LOCATION: ROOF OF THE POWER STATION (CENTRAL ISLAND; SWITCH OFF THE LIGHT BULB)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



LEX LUTHOR

TYPE: VILLAIN

ABILITIES: DECONSTRUCTOR

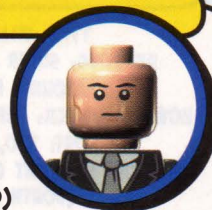
WEAPONRY: DECONSTRUCTOR

HOW TO UNLOCK: DEFEAT LEX LUTHOR

COST: 250,000

LOCATION: YACHT CLUB (NORTH ISLAND)

PREREQUISITE: BEAT LEVEL 15: HEROES UNITE



LEXBOT

TYPE: ENEMY
ABILITIES: NONE
WEAPONRY: PISTOLS
HOW TO UNLOCK: DEFEAT LEXBOTS AROUND GOTHAM CITY
COST: 50,000
LOCATION: GOTHAM CITY (CENTRAL ISLAND; WAYNE TOWER)
PREREQUISITE: NONE



LOIS LANE

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 3
COST: 125,000
LOCATION: ROOFTOP NEAR THE YACHT CLUB (NORTH ISLAND)
PREREQUISITE: 25 GOLD BRICKS



MAD HATTER

TYPE: VILLAIN
ABILITIES: NONE
WEAPONRY: FISTS, HAT
HOW TO UNLOCK: DEFEAT THE MAD HATTER
COST: 100,000
LOCATION: HARBORSIDE THEATER (NORTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



MAN-BAT

TYPE: VILLAIN
ABILITIES: FLIGHT, SHATTER GLASS, SUPER STRENGTH
WEAPONRY: SONIC SHOUT
HOW TO UNLOCK: DEFEAT MAN-BAT
COST: 500,000
LOCATION: ATOP GOTHAM CATHEDRAL (SOUTH ISLAND; DESTROY THE GOLD BELL)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



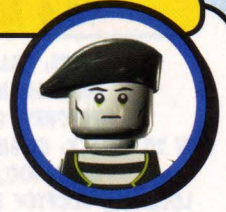
MARTIAN MANHUNTER

TYPE: HERO
ABILITIES: FLIGHT, HEAT VISION, SUPER-STRENGTH
WEAPONRY: FISTS, HEAT VISION
HOW TO UNLOCK: BUILD GOLD DOOR 9
COST: 125,000
LOCATION: ROOF OF THE TALL BUILDING NORTH OF GOTHAM PARK (CENTRAL ISLAND)
PREREQUISITE: 175 GOLD BRICKS



MIME GOON

TYPE: ENEMY
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT MIME GOONS AROUND GOTHAM CITY
COST: 75,000
LOCATION: GOTHAM CITY (HARBORSIDE THEATER)
PREREQUISITE: NONE



MR. FREEZE

TYPE: VILLAIN
ABILITIES: ICE BLAST, SUPER STRENGTH
WEAPONRY: FREEZE CANNON
HOW TO UNLOCK: DEFEAT MR. FREEZE
COST: 500,000
LOCATION: ROOF OF GOTHAM OBSERVATORY (SOUTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



THE PENGUIN

TYPE: VILLAIN
ABILITIES: EXPLOSIVE ATTACKS, GLIDE
WEAPONRY: UMBRELLA, BOMB GOONS
HOW TO UNLOCK: DEFEAT THE PENGUIN
COST: 125,000
LOCATION: TOP LEVEL OF THE SPHERE ATOP GOTHAM ZOO (CENTRAL ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



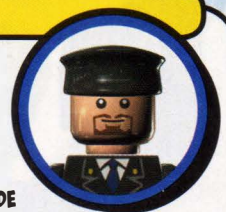
POISON IVY

TYPE: VILLAIN
ABILITIES: DOUBLE JUMP, FLOWER POWER
WEAPONRY: FISTS, VINE WHIP
HOW TO UNLOCK: DEFEAT POISON IVY
COST: 125,000
LOCATION: INSIDE THE BOTANICAL GARDENS (NORTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



POLICEMAN

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: PISTOL
HOW TO UNLOCK: BUILD GOLD DOOR 1
COST: 25,000
LOCATION: SECURITY OFFICE JUST OUTSIDE ARKHAM ASYLUM (NORTH ISLAND)
PREREQUISITE: 15 GOLD BRICKS



RĀ'S AL GHŪL

TYPE: VILLAIN
ABILITIES: NONE
WEAPONRY: SABRE
HOW TO UNLOCK: DEFEAT RĀ'S AL GHŪL
COST: 100,000
LOCATION: ROOFTOP NEAR THE METRO STATION (NORTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



THE RIDDLER

TYPE: VILLAIN
ABILITIES: BOX OPENER
WEAPONRY: CANE
HOW TO UNLOCK: DEFEAT THE RIDDLER
COST: 125,000
LOCATION: TOP OF WAYNE TOWER
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



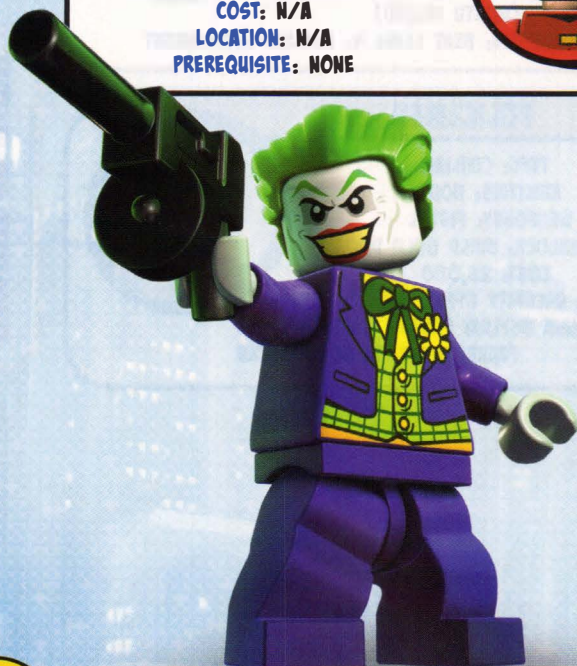
RIDDLER GOON

TYPE: ENEMY
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT RIDDLER GOONS AROUND GOTHAM CITY
COST: 25,000
LOCATION: GOTHAM CITY (CENTRAL ISLAND; POWER STATION)
PREREQUISITE: NONE



ROBIN

TYPE: HERO
ABILITIES: GRAPPLE
WEAPONRY: FISTS, BATARANG
HOW TO UNLOCK: BEAT LEVEL 1: THEATRICAL PURSUITS
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



ROBIN (ACROBAT SUIT)

TYPE: HERO (SUIT)
ABILITIES: ACROBAT BALL, ACROBAT POLE, DOUBLE JUMP
WEAPONRY: ACROBAT POLE
HOW TO UNLOCK: EQUIP THE ACROBAT SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



ROBIN (HAZARD SUIT)

TYPE: HERO (SUIT)
ABILITIES: DIVE, SPRAY WATER
WEAPONRY: HAZARD CANNON
HOW TO UNLOCK: EQUIP THE HAZARD SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



ROBIN (ICE SUIT)

TYPE: HERO (SUIT)
ABILITIES: ICE BLAST
WEAPONRY: ICE CANNON
HOW TO UNLOCK: EQUIP THE ICE SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



ROBIN (MAGNET SUIT)

TYPE: HERO (SUIT)
ABILITIES: MAGNETIC
WEAPONRY: FISTS
HOW TO UNLOCK: EQUIP THE MAGNET SUIT
COST: N/A
LOCATION: N/A
PREREQUISITE: NONE



SCARECROW

TYPE: VILLAIN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT THE SCARECROW
COST: 125,000
LOCATION: INSIDE THE BIG PUMPKIN AT THE AMUSEMENT MILE (NORTH ISLAND)
PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



SINESTRO

TYPE: VILLAIN
ABILITIES: FLIGHT
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT SINESTRO
COST: 125,000
LOCATION: ROOFTOP NEAR THE METRO STATION (CENTRAL ISLAND)
PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



SUPERGIRL

TYPE: HERO
ABILITIES: FLIGHT, HEAT VISION, INVINCIBILITY, POWER BUILD, SUPER-STRENGTH, X-RAY VISION, FREEZE BREATH, SUPER-BREATH

WEAPONRY: FISTS, HEAT VISION
HOW TO UNLOCK: BUILD GOLD DOOR 11

COST: 125,000

LOCATION: ROOF OF TALL BUILDING EAST OF GOTHAM PARK (CENTRAL ISLAND)

PREREQUISITE: 250,000



VICKI VALE

TYPE: CIVILIAN
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: BUILD GOLD DOOR 16

COST: 125,000

LOCATION: ATOP THE BUILDING JUST EAST OF GOTHAM BANK (SOUTH ISLAND)

PREREQUISITE: 20 GOLD BRICKS



SUPERMAN

TYPE: HERO
ABILITIES: FLIGHT, HEAT VISION, INVINCIBILITY, POWER BUILD, SUPER-STRENGTH, X-RAY VISION, FREEZE BREATH, SUPER-BREATH

WEAPONRY: FISTS, HEAT VISION

HOW TO UNLOCK: BEAT LEVEL 5: CHEMICAL CRISIS

COST: N/A

LOCATION: N/A
PREREQUISITE: NONE



WONDER WOMAN

TYPE: HERO
ABILITIES: FLIGHT, GRAPPLE, SUPER STRENGTH
WEAPONRY: FISTS, LASSO OF TRUTH, BOOMERANG TIARA
HOW TO UNLOCK: BEAT LEVEL 15: HEROES UNITE

COST: N/A

LOCATION: N/A

PREREQUISITE: NONE



TWO-FACE

TYPE: VILLAIN
ABILITIES: NONE
WEAPONRY: PISTOLS
HOW TO UNLOCK: DEFEAT TWO-FACE

COST: 125,000

LOCATION: ROOF OF CITY HALL (SOUTH ISLAND)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



TWO-FACE GOON

TYPE: ENEMY
ABILITIES: NONE
WEAPONRY: FISTS
HOW TO UNLOCK: DEFEAT TWO-FACE GOONS AROUND GOTHAM CITY

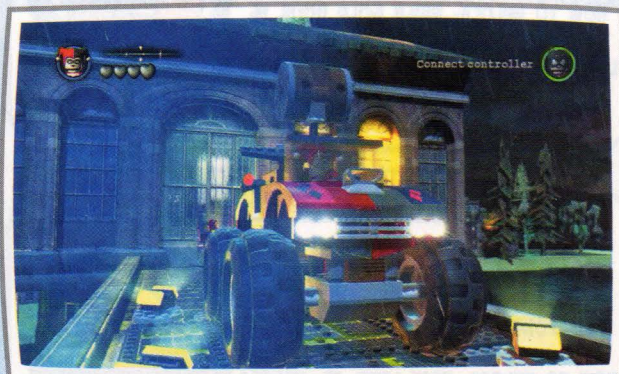
COST: 25,000

LOCATION: GOTHAM CITY (SOUTH ISLAND; CITY HALL)

PREREQUISITE: NONE



UNLOCKING VEHICLES



A total of 55 souped-up vehicles can be unlocked and driven, sailed, or flown in LEGO *Batman 2*. Fifteen of these vehicles are unlocked by collecting all 10 minikits from each level. All of the rest are unlocked by exploring Gotham City to discover and purchase them.

NOTE

You must complete Level 4: Asylum Assignment before you can purchase vehicles.

LAND VEHICLES

AMBULANCE

HOW TO UNLOCK: BUY WITH STUDS
COST: 100,000

LOCATION: PARKING LOT OF GOTHAM HOSPITAL (SOUTH ISLAND)



BATMOBILE (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 13

COST: N/A
LOCATION: N/A



BANE'S MOLE MACHINE

HOW TO UNLOCK: BUY WITH STUDS
COST: 1,000,000

LOCATION: NORTH EDGE OF THE CENTRAL ISLAND



CATWOMAN'S MOTORBIKE

HOW TO UNLOCK: BUY WITH STUDS
COST: 150,000

LOCATION: ALLEY BETWEEN GOTHAM PARK AND THE POWER STATION (CENTRAL ISLAND)



BATCYCLE

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



FIRE ENGINE

HOW TO UNLOCK: BUY WITH STUDS
COST: 100,000

LOCATION: DEAD END NORTH OF GOTHAM CATHEDRAL (SOUTH ISLAND)



BATMAN DODGEM

HOW TO UNLOCK: BUY WITH STUDS
COST: 75,000

LOCATION: PARKING LOT NEAR THE METRO STATION (NORTH ISLAND)



GIANT DODGEM

HOW TO UNLOCK: BUY WITH STUDS
COST: 500,000

LOCATION: PARKING LOT OF GOTHAM FUNLAND ENTRANCE (NORTH ISLAND)



BATMOBILE

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



HARLEY QUINN'S MONSTER TRUCK

HOW TO UNLOCK: BUY WITH STUDS
COST: 1,000,000

LOCATION: PARKING LOT OF GOTHAM FUNLAND ENTRANCE (NORTH ISLAND)



HARLEY QUINN'S MONSTER TRUCK (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 1
COST: N/A
LOCATION: N/A

**HARLEY QUINN'S MOTORBIKE**

HOW TO UNLOCK: GET 100 PERCENT GAME COMPLETION
COST: N/A
LOCATION: N/A

**JOKER DIGGER**

HOW TO UNLOCK: BUY WITH STUDS
COST: 150,000
LOCATION: PARKING LOT OF ACE CHEMICALS (CENTRAL ISLAND)

**LEXCORP JUGGERNAUT**

HOW TO UNLOCK: BUY WITH STUDS
COST: 1,000,000
LOCATION: ALLEY BEHIND GOTHAM BANK (SOUTH ISLAND)

**LEXCORP JUGGERNAUT (MINIKIT)**

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 6
COST: N/A
LOCATION: N/A

**LEXCORP LIMOUSINE**

HOW TO UNLOCK: BUY WITH STUDS
COST: 250,000
LOCATION: PARKING LOT OF YACHT CLUB (NORTH ISLAND)

**MULTI-COLORED BATMOBILE**

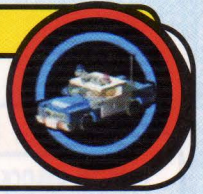
HOW TO UNLOCK: BEAT LEVEL 13: CORE INSTABILITY
COST: N/A
LOCATION: N/A

**NEWS REPORTER VAN**

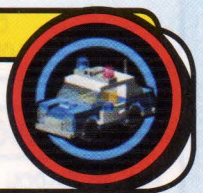
HOW TO UNLOCK: BUY WITH STUDS
COST: 55,000
LOCATION: ALLEY BETWEEN ACE CHEMICALS AND GOTHAM PARK (CENTRAL ISLAND)

**POLICE CAR**

HOW TO UNLOCK: BUY WITH STUDS
COST: 100,000
LOCATION: SOUTH ISLAND'S SOUTHEAST DEAD END

**POLICE CAR (MINIKIT)**

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 9
COST: N/A
LOCATION: N/A

**POLICE RIOT TRUCK**

HOW TO UNLOCK: BUY WITH STUDS
COST: 100,000
LOCATION: ALLEY SOUTH OF GOTHAM CATHEDRAL (SOUTH ISLAND)

**PUMPKIN CAR**

HOW TO UNLOCK: BUY WITH STUDS
COST: 50,000
LOCATION: NORTH ISLAND'S SOUTHEAST DEAD END.

**ROBIN'S MOTORBIKE**

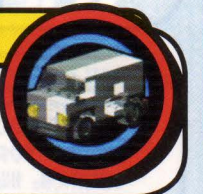
HOW TO UNLOCK: AVAILABLE FROM GAME START
COST: N/A
LOCATION: N/A

**TWO-FACE'S TRUCK**

HOW TO UNLOCK: BUY WITH STUDS
COST: 250,000
LOCATION: NEXT TO CITY HALL (SOUTH ISLAND)

**TWO-FACE'S TRUCK (MINIKIT)**

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 3
COST: N/A
LOCATION: N/A



SEACRAFT

BATBOAT

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



BATBOAT (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 14

COST: N/A
LOCATION: N/A



BATMAN'S WATERCRAFT

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



CLOWN GOON BOAT

HOW TO UNLOCK: BUY WITH STUDS
COST: 100,000
LOCATION: SOUTH ISLAND'S WEST PIER



THE JOKER'S SPEEDBOAT

HOW TO UNLOCK: BUY WITH STUDS
COST: 750,000
LOCATION: NORTH TIP OF GOTHAM BEACH (CENTRAL ISLAND)



THE JOKER'S SPEEDBOAT (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 2

COST: N/A
LOCATION: N/A



KILLER CROC'S SPEEDBOAT

HOW TO UNLOCK: BUY WITH STUDS
COST: 750,000
LOCATION: NEAR THE WATER WORKS (CENTRAL ISLAND)



MR. FREEZE'S ICEBERG (MINIKIT)

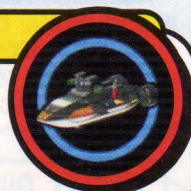
HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 12

COST: N/A
LOCATION: N/A



PENGUIN'S SUBMARINE

HOW TO UNLOCK: BUY WITH STUDS
COST: 150,000
LOCATION: SOUTH ISLAND'S SOUTH PIER



PENGUIN'S SUBMARINE (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 11

COST: N/A
LOCATION: N/A



POLICE BOAT (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 10

COST: N/A
LOCATION: N/A



ROBIN'S SUBMARINE

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



ROBIN'S WATERCRAFT

HOW TO UNLOCK: AVAILABLE FROM GAME START

COST: N/A
LOCATION: N/A



SPEEDBOAT

HOW TO UNLOCK: BUY WITH STUDS
COST: 450,000
LOCATION: NEAR THE POWER STATION (CENTRAL ISLAND)



SPORTS FISHING BOAT

HOW TO UNLOCK: BUY WITH STUDS
COST: 450,000



AIRCRAFT

BAT-COPTER

HOW TO UNLOCK: AVAILABLE FROM GAME START
COST: N/A
LOCATION: N/A



BATWING

HOW TO UNLOCK: AVAILABLE FROM GAME START
COST: N/A
LOCATION: N/A



BATWING (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 7
COST: N/A
LOCATION: N/A



BRAINIAC'S UFO

HOW TO UNLOCK: BUY WITH STUDS
COST: 750,000
LOCATION: ATOP THE TALL BUILDING SOUTHWEST OF GOTHAM PARK (CENTRAL ISLAND)



THE JOKER'S HELICOPTER

HOW TO UNLOCK: BUY WITH STUDS
COST: 250,000
LOCATION: ATOP A BUILDING BETWEEN ACE CHEMICALS AND GOTHAM PARK (CENTRAL ISLAND)



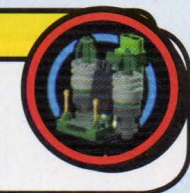
THE JOKER'S HELICOPTER (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 5
COST: N/A
LOCATION: N/A



LEXCORP MICRO-VTOL

HOW TO UNLOCK: BUY WITH STUDS
COST: 1,000,000
LOCATION: ATOP A BUILDING SOUTH OF THE WATER WORKS (CENTRAL ISLAND)



LEXCORP MINI-VTOL

HOW TO UNLOCK: BEAT LEVEL 10: DOWN TO EARTH
COST: N/A
LOCATION: N/A



LEXCORP VTOL (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 8
COST: N/A
LOCATION: N/A



NEWS HELICOPTER

HOW TO UNLOCK: BUY WITH STUDS
COST: 150,000
LOCATION: ATOP A BUILDING JUST NORTHEAST OF GOTHAM PARK (CENTRAL ISLAND)



POLICE HELICOPTER

HOW TO UNLOCK: BUY WITH STUDS
COST: 200,000
LOCATION: ATOP A BUILDING JUST EAST OF GOTHAM PARK (CENTRAL ISLAND)



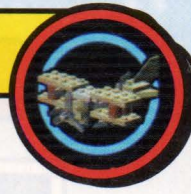
ROBIN'S HELICOPTER

HOW TO UNLOCK: AVAILABLE FROM GAME START
COST: N/A
LOCATION: N/A



SCARECROW BIPLANE (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 4
COST: N/A
LOCATION: N/A



WHIRLY-BAT

HOW TO UNLOCK: BEAT LEVEL 7: UNINVITED GUESTS
COST: N/A
LOCATION: N/A



WONDER WOMAN'S INVISIBLE JET (MINIKIT)

HOW TO UNLOCK: COLLECT ALL 10 MINIKITS FROM LEVEL 15
COST: N/A
LOCATION: N/A



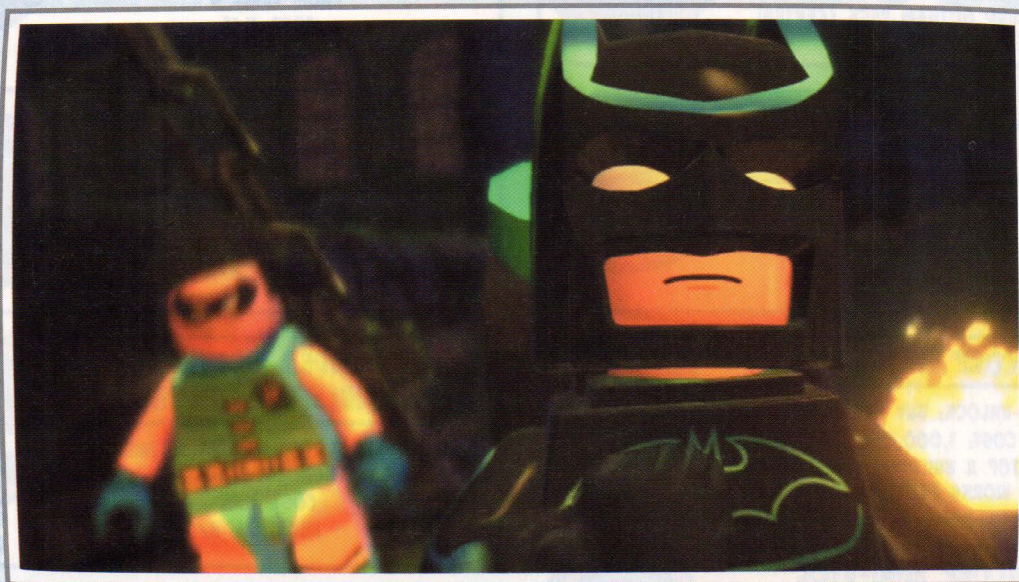
FLOW OF THE GAME

SUPER HERO TRAINING

SO YOU WANT TO BE A HERO? IT'S EASIER THAN YOU MIGHT THINK! ESPECIALLY AFTER YOU REVIEW THIS CHAPTER, WHICH PROVIDES A THOROUGH OVERVIEW OF HOW TO BE A TRUE FORCE FOR GOOD IN THE CRIME-RIDDEN WORLD OF LEGO BATMAN 2.

LEGO *Batman 2* thrusts you into the action the moment you begin a new game. Beat the first mission, and then you'll find yourself in Gotham City—LEGO *Batman 2*'s sprawling hub area. It's here that you'll discover more missions, along with hundreds of secrets!

STORY MODE



The first time you play a mission, you'll be enjoying Story mode. In Story mode, you play as two or more preset heroes (usually Batman and Robin), and you're treated to brief yet hilarious cinematics that bring the adventure to life. Your default heroes always have the skills it takes to beat the mission, but they often lack some of the special abilities needed to fully explore each stage.

FREE PLAY MODE



Beat a level in Story mode to unlock Free Play for that stage. In Free Play, you're able to bring every character that you've unlocked into the missions to help you accomplish heroic feats that you couldn't possibly have achieved during Story mode. Simply use the Batcave's Batcomputer to quickly revisit any mission you've beaten. Bust back through the missions in Free Play and find every hidden goodie each level has to offer!

TIP

Before you revisit any of the levels in Free Play, we strongly recommend that you beat all 15 levels in Story mode, then unlock lots of characters by thoroughly exploring Gotham City. The more characters you unlock, the more skills you'll have access to, and the easier Free Play will be!

GOTHAM CITY



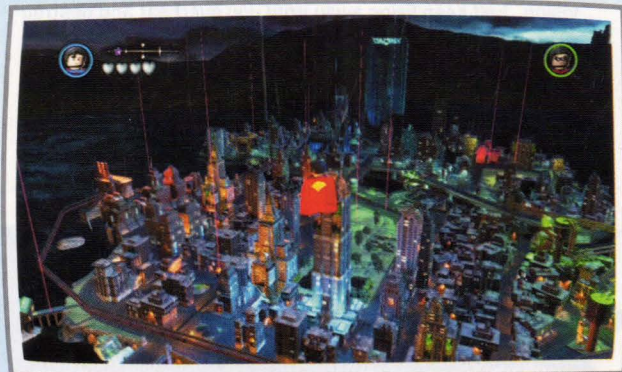
You always return to Gotham City after finishing each level. Simply follow the trail of "ghost studs" to locate the next Story mode mission.



Beat all 15 Story mode missions to unlock Free Play in Gotham City. You may then conquer the city more efficiently, because you'll be free to use all the characters that you've unlocked thus far while exploring the sprawling metropolis. Unlock even more characters by defeating villainous boss enemies and building hidden gold doors around the city, then breeze back through the missions in Free Play with an army of heroes and villains at your side!

TIP

Check the "Gotham City" chapter of this guide for a complete overview of everything you can see and do in the hub!



Gotham City is vast—much larger than any hub area featured in previous LEGO games. And like the missions themselves, you can't fully explore Gotham at first—you need to unlock Free Play!

HEROIC FEATS

Heroes are defined by their actions. And in LEGO Batman 2, you've no shortage of heroic feats to perform!

FIGHTING



Standing tall in the face of evil is the hallmark of a true hero. When thugs and villains threaten to overwhelm you, respond in kind and beat them to a pulp! Heroes can defeat most goons and cronies with a single blow, but powerful villains demand more effort to subdue. Simply press the Attack button to unleash your hero's particular brand of offense.

TIP

Pick up enemies by pressing the Action button, then press the Attack button to slam them to the ground, defeating them and scoring studs in the process!

BREAKING STUFF



It may not seem very heroic, but smashing stuff is a great way to discover hidden goodies and studs—the currency in LEGO games. Attack everything in sight and see how much property damage you can cause!

TIP

Hold the Attack button to target out-of-reach objects with your hero's long-range abilities!

Some objects can't be destroyed simply by attacking them. Let's review:

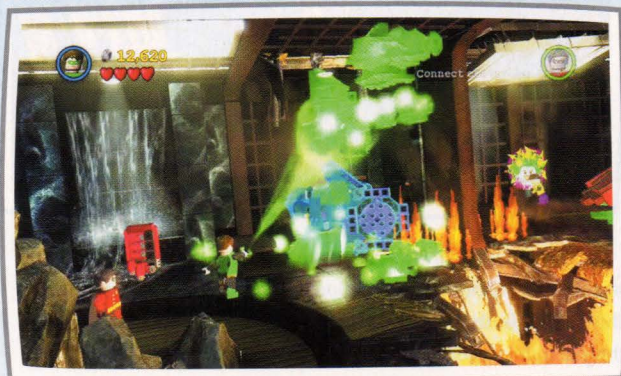
- Silver LEGO objects can be destroyed only with explosive attacks, such as Batman's homing missiles (when he's wearing the Power Suit) or the Penguin's bomb goons.
- Gold LEGO objects can be destroyed only by heat or laser vision. Just keep firing away until you overheat and destroy these objects!
- Black LEGO objects can be destroyed only by Lex Luthor's powerful Deconstructor. You must unlock Lex Luthor and use him in Free Play mode to destroy these objects.



NOTE

See the previous chapter to learn all about every character's abilities and how to unlock each hero and villain.

BUILDING STUFF



If you ever notice a pile of bouncing LEGO pieces, it's a sure bet that you can stack them to build useful objects. Simply approach bouncing LEGO pieces and hold the Action button to start building something. Whatever you create is sure to be useful!

NOTE

Some bouncing LEGO pieces can be built only by certain heroes. Green pieces can be built only by the Green Lantern, while black pieces can be built only by the Flash.

ACTIVATING SWITCHES AND PANELS



To progress through most levels, you usually need to activate a switch, lever, or panel at some point. Most of these interactions are obvious; you just approach the switch and then press the Action button to activate it. However, some switches require special abilities to activate them, such as electric switches, which can be activated only by Batman, and then only while he wears his Electricity Suit. (The Joker can activate these with his joy buzzer as well, actually, but you get the idea!)

USING ABILITIES



What would a super hero be without awesome gadgets and powerful abilities? In LEGO *Batman 2*, almost every character has some special power they can unleash. Most abilities are used by holding either the Attack button or the Action button—however, some talents are “passive” in nature, and simply function at all times (like the Flash’s super speed). See the previous chapter to learn all about each hero’s unique skills!

SUIT SIGNALS



Batman and Robin can instantly gain new skills and abilities by locating special suit signals hidden in the levels and around Gotham City. Each suit signal presents a special gadget-packed adventuring suit; just step onto the signal and slip into some fresh duds!



Once you discover a new type of suit signal in a Story mode mission, you automatically unlock all matching suit signals throughout Gotham City. Keep your eyes peeled for suit signals—they're quite important!

NOTE

See the previous chapter to discover the unique skills each suit bestows to the Dynamic Duo.

SAVING THE DAY



With so much crime and corruption in the city, Gotham's citizens are in constant jeopardy. Saving imperiled citizens is the duty of every super hero, so remain vigilant! There's one citizen in peril in every level, and a whopping 35 more are scattered throughout Gotham City. Some of these unfortunate folks are easy to rescue, while others require special skills to save. Every imperiled citizen you save earns you a gold brick—read on to learn why these are important!



REWARDS OF VALOR

Some may consider heroism to be its own reward, but few would say “no” to tremendous wealth and fame!

STUDS



Studs are the currency in LEGO games, and Gotham City is chock-full of them. You'll find studs just lying around, waiting to be collected, and you can discover many more simply by smashing stuff. Studs come in four colors; each has a different value:

- Silver studs are worth 10 studs.
- Gold studs are worth 100 studs.
- Blue studs are worth 1,000 studs.
- Purple studs are worth 10,000 studs.

MINIKITS

Minikits are glowing, canister-like objects with blinking lights and a bat-symbol painted on them. Clearly, they're worth collecting!



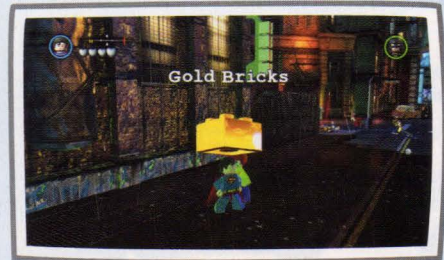
Every level in LEGO Batman 2 has ten minikits for you to find, for a grand total of 150, but most aren't easy to spot. Many minikits require that you have special abilities to acquire them, and can therefore be claimed only during Free Play.

TIP

Collect all ten minikits from a level to unlock a special vehicle! See the previous chapter for details.

GOLD BRICKS

Gold bricks are important collectibles that can be obtained in many ways. There are 250 gold bricks to acquire in the game, so you've got your work cut out for you!



Amass gold bricks by doing the following:

- Find them in Gotham City.
- Beat a level in Story mode.
- Collect all ten minikits in a level.
- Fill a level's Super Hero meter by collecting lots of studs.
- Rescue a level's imperiled citizen, or save an imperiled citizen in Gotham.

NOTE

Certain characters cannot be unlocked until you accumulate lots of gold bricks. See the previous chapter to discover every character's unlocking requirements.

RED BRICKS

Red bricks are extremely rare collectibles. Only 20 of them are scattered across Gotham City, and each one lets you activate a special power.



From invincibility to stud multipliers, red bricks can make the life of a super hero much easier. See the “Gotham City” chapter to learn where to find all the red bricks!

LEVEL 1: THEATRICAL PURSUITS



LIVE



THE STORY THUS FAR...

GOthAM CITY'S ELITE HAVE GATHERED AT THE HARBORSIDE THEATER TO CELEBRATE THE MOST PRESTIGIOUS "MAN OF THE YEAR" AWARD CEREMONY. UNFORTUNATELY FOR THE NOMINEES, THE CITY'S MOST NOTORIOUS VILLAINS HAVE A MUCH GRANDER SOIREE IN MIND!

STORY CHARACTERS



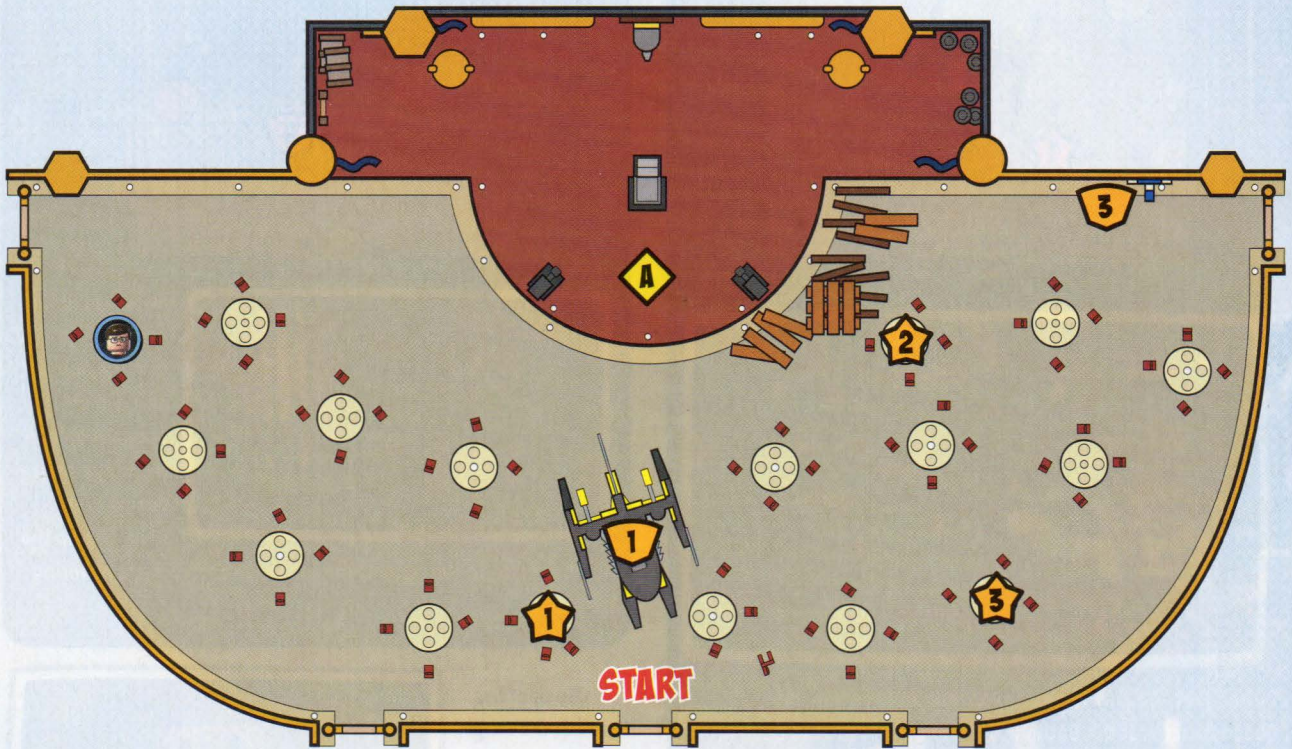
SUPER HERO STUD REQUIREMENT:

125,000

STAGE COLLECTIBLES

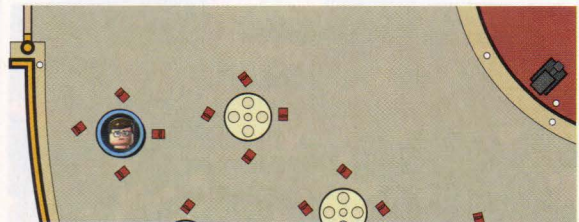
NO.	ICON(S)	MODE	NOTES
1	1	Free Play	Use Lex Luthor's Deconstructor to rip open the Batboat.
2	1 to 3	Free Play	Destroy three silver table bases in the stage area.
3	3	Free Play	Claim Robin's Acrobat Suit and flip along the poles on the right background wall.
4	4	Free Play	Destroy the gold lock near the medieval set and pull down the blue magnet bike beyond. Drop through the floor and play the organ.
5	3	Free Play	Use Lex Luthor's Deconstructor to reveal an electric switch near the castle, then use the Electric Suit to power the switch.
6	6	Story	Hop through the castle's windows after the goons jump through.
7	7	Free Play	Use Man-Bat or Black Canary to shatter the popcorn popper's glass window, then use heat vision to cook the gold kernels.
8	8	Free Play	Freeze the lobby's right waterfall, then climb up. Smash the balcony's fire extinguisher and build the bricks to form a zipline to the minikit.
9	9	Story	After beating Two-Face, use Robin's Acrobat Suit to flip along the poles to the right of the background stairs.
10	1 to 3	Story	Destroy three green shutters on the wall in the projector room.
11		Story	On the table on the left side of the stage area [defeat the goon].

OBJECTIVE 1: UPSTAGE HARLEY QUINN



Our heroes' epic adventure begins in the dining area of Gotham City's Harborside Theater. Beat up enemy thugs and smash everything in sight to begin stockpiling precious studs. Then build the bouncing LEGO bricks near the stage into a staircase by holding the Action button.

CITIZEN IN PERIL

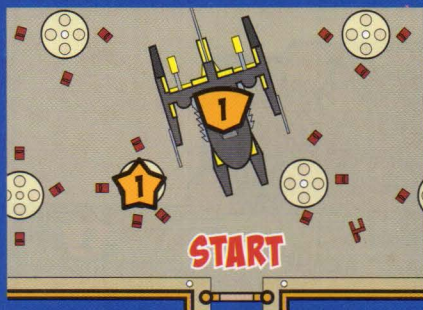


Every level in LEGO Batman 2 features an unfortunate citizen who is stuck in a perilous predicament.

This first level's imperiled citizen is being harassed by a thug on the left side of the stage area. [The citizen is standing atop a dining table.] Beat down the cruel goon to rescue your very first Citizen in Peril!

FREE PLAY

MINIKIT 1



During Free Play, switch to Lex Luthor and fire his diabolical Deconstructor at the Batboat. The vehicle's front end quickly rips apart, revealing a hidden minikit!

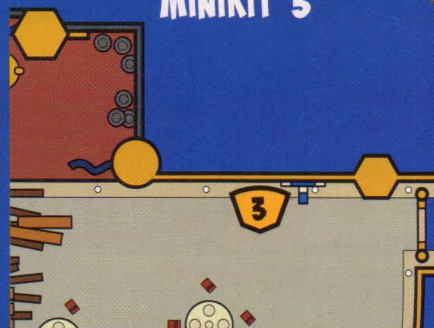
MINIKIT 2



Destroy the dining tables around the stage area to discover three silver table bases. Have Batman change into the Power Suit, which is only available during Free Play, then fire missiles at each silver table base to destroy them. A minikit pops out of the final base you blast!

FREE PLAY

MINIKIT 3



Switch to Robin and change into the Acrobat Suit, which appears only in the stage area during Free Play. Flip up the Acrobat Poles to the right of the stage to reach a high, hovering minikit!

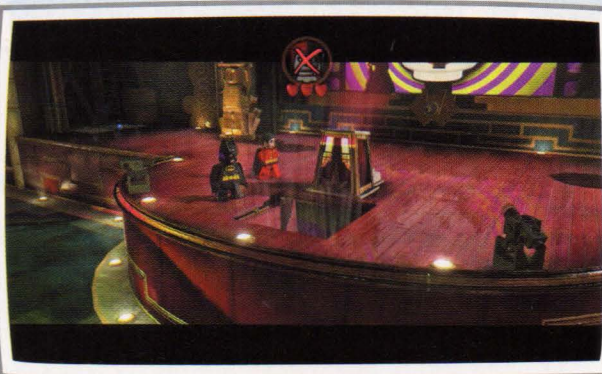
Acrobat Poles to the right of the stage to reach a high, hovering minikit!

Go upstairs to reach the stage, where the devious diva, Harley Quinn, awaits. Hold the Attack button to aim, then target Harley and release the Attack button to smack her with a Batarang.



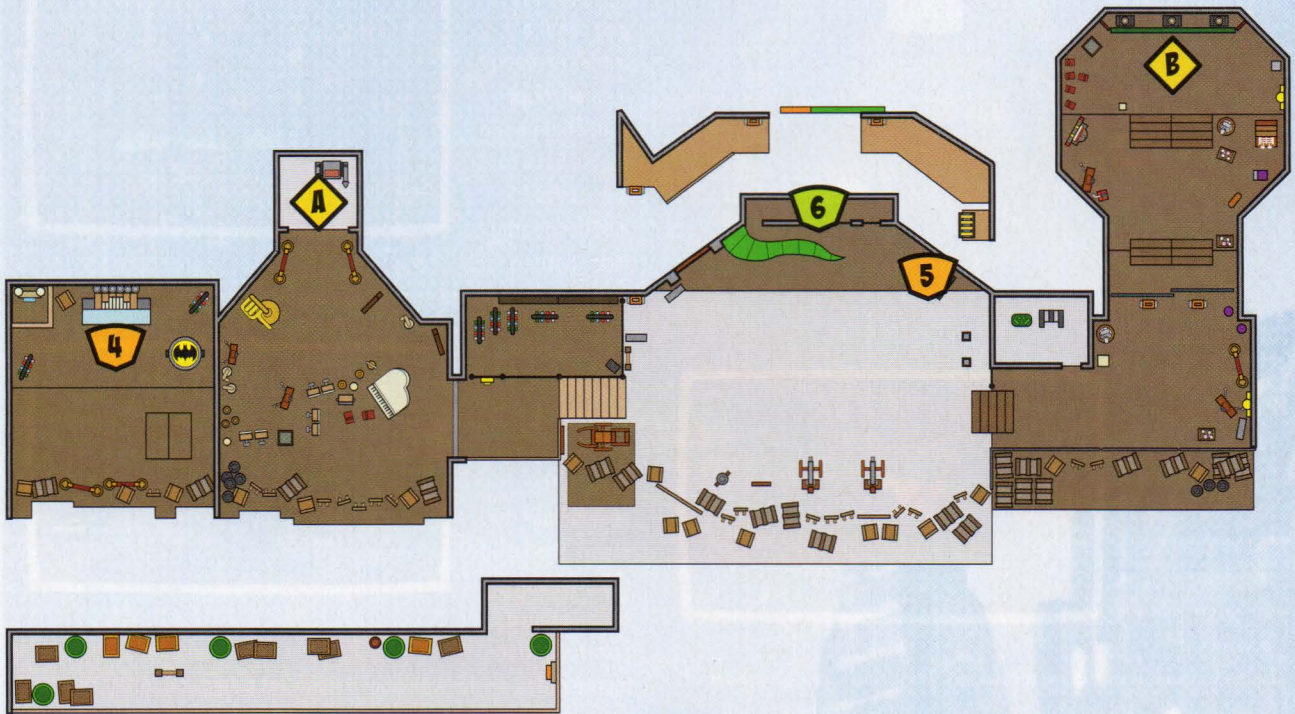
TIP

Check offstage to the left and right to discover more blue studs!



It doesn't take much to knock Harley for a loop. Hit her three times with the Batarang to send her tumbling into an opening in the stage floor. Drop through after you've finished looting the area—there are more villains to catch!

OBJECTIVE 2: CRACK THE RIDDLER

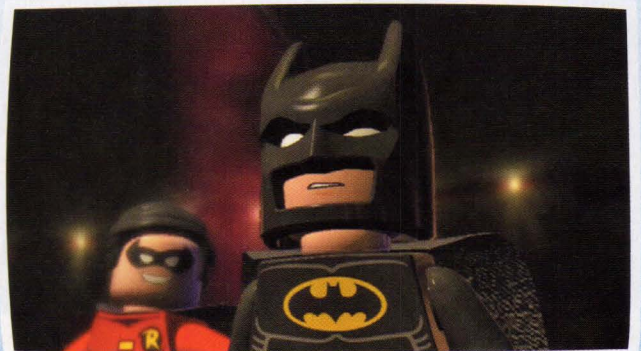


The opening leads to the theater's basement. Save your progress at the nearby save station, then destroy the surrounding musical equipment for studs.

Notice that the tuba isn't easily destroyed—it actually moves after each hit! Keep smacking the tuba until it finally shatters, exposing the dastardly Riddler.



Chase the Riddler to the right and begin destroying the stage props around the medieval set. Then hold the Attack button and aim at the grapple handle on the left.



CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

VEHICLES

CHARACTERS AND

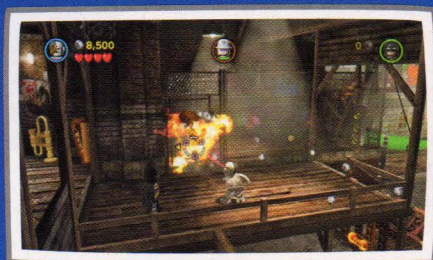
INTRODUCTION

FREE PLAY

MINIKIT 4



After exposing the Riddler, toggle to Cyborg and use his laser eye to overheat and destroy the large gold lock on the fence to the left of the medieval set. Then use Cyborg's power of magnetism to pull down a blue bike from the overhead shelf.



The bike smashes through the floor, creating a hole. Drop through to reach an underground crawlspace.



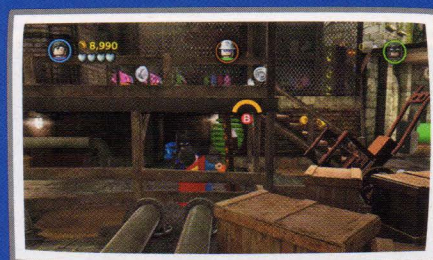
Run left and climb a ladder to reach a small room with an organ. Toggle back to Batman and don the nearby Batsuit, then use the sonar gun to shatter the organ's glass case.



Switch to the Joker and use his joy buzzer to power the electric switch near the organ. Then play the organ by stepping on its colorful buttons. Press the buttons in the same order as shown by the notes on the wall above to reveal a secret minikit! The correct sequence is: red, green, yellow, blue, green, red, blue.

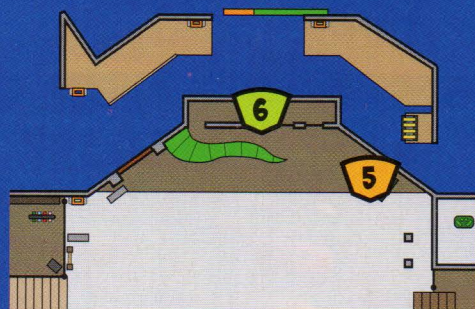


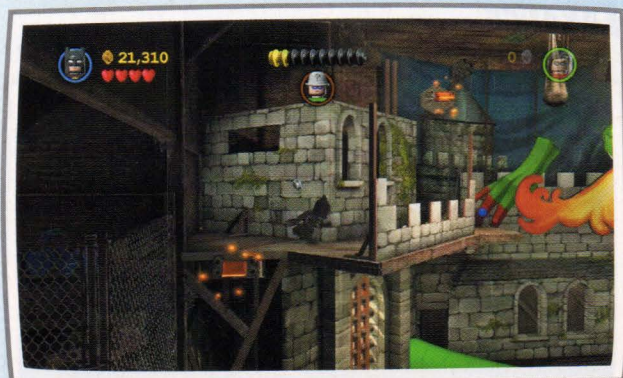
After playing your tune and claiming your prize, descend the ladder and run to the right to find a gate with a glowing orange handle. Use Superman to pull the handle and open the gate so you may exit the crawlspace.



MINIKIT 5

Use Lex Luthor's Deconstructor to rip apart the black prop near the castle and reveal an electric switch. Change into the Electric Suit, which only appears here during Free Play, and charge up the switch to lower a minikit from the ceiling! Hop onto your horse and joust for your prize!





Release the Attack button to grapple the handle, then press the Jump button to flip up onto the balcony.

TIP

While holding the Attack button to aim, little arrows around the targeting reticle will point toward suitable targets.



Go right and aim for the grapple handle above you. The dragon prop will shift to the side to reveal a third grapple point. Take aim and grapple this handle as well to cause the nearby dragon prop to move out of the way.



While hanging, aim over to the revealed grapple point to cross the balcony's gap.

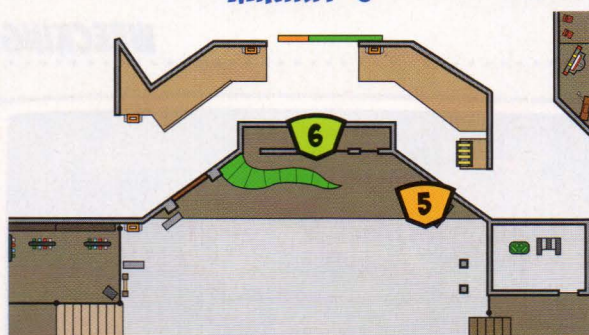


Run to the end of the balcony and drop to the lower platform. Shove the nearby chest off the side of the balcony to make it smash apart on the floor, creating some bouncing LEGO bricks.



Drop to the floor and build the bouncing bricks into a special suit signal. Move Batman onto the signal to change him into his Sensor Suit.

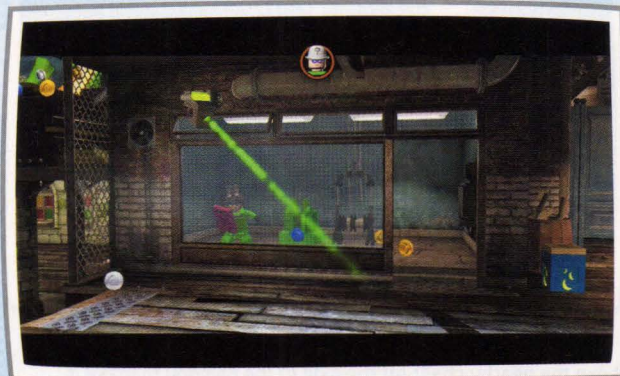
MINIKIT 6



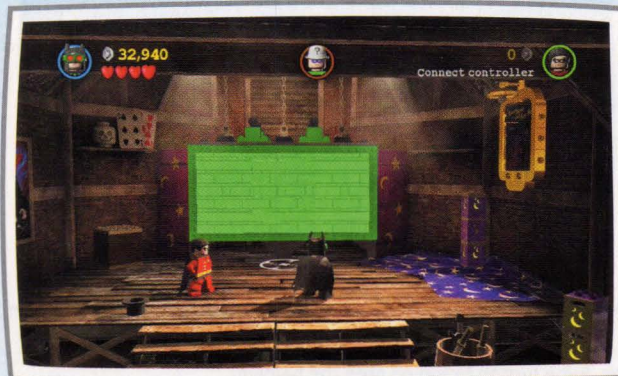
Hop through the castle's background windows to claim the minikit that's tucked away back there. Easy pickings!



SECURITY CLEARANCE



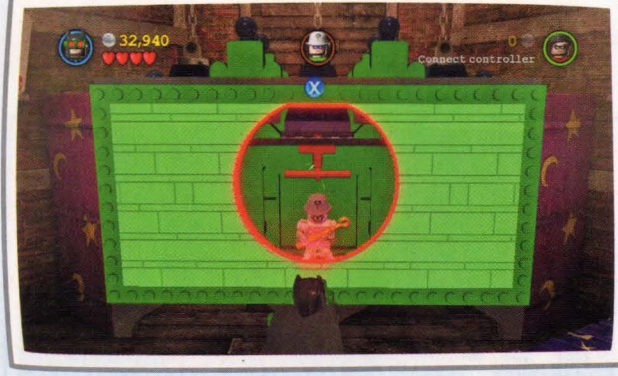
Press the Action button to activate the Sensor Suit and become invisible. Run past the security camera to the right, then enter the control booth to destroy the green device to disable the camera. Now Robin can join you!



Destroy more junk in the small room, then approach the far green wall and press the Action button. Batman can use his Sensor Suit's special X-ray goggles to peer through these sorts of walls!

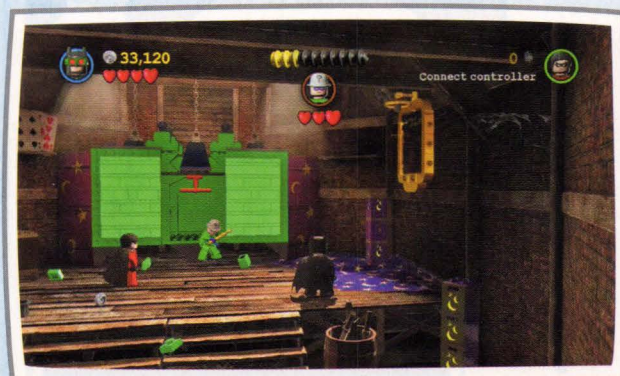


Destroy more debris to the right, then grapple one of the two handles on the background wall. Have Robin grapple the other handle to open the shutter and access a small room.



The Riddler is hiding behind the wall. Look at him, then look up and press the Attack button to drop a weight on his head. The Riddler bursts out of the wall after a few hits, and the battle is on!

WRECKING THE RIDDLER

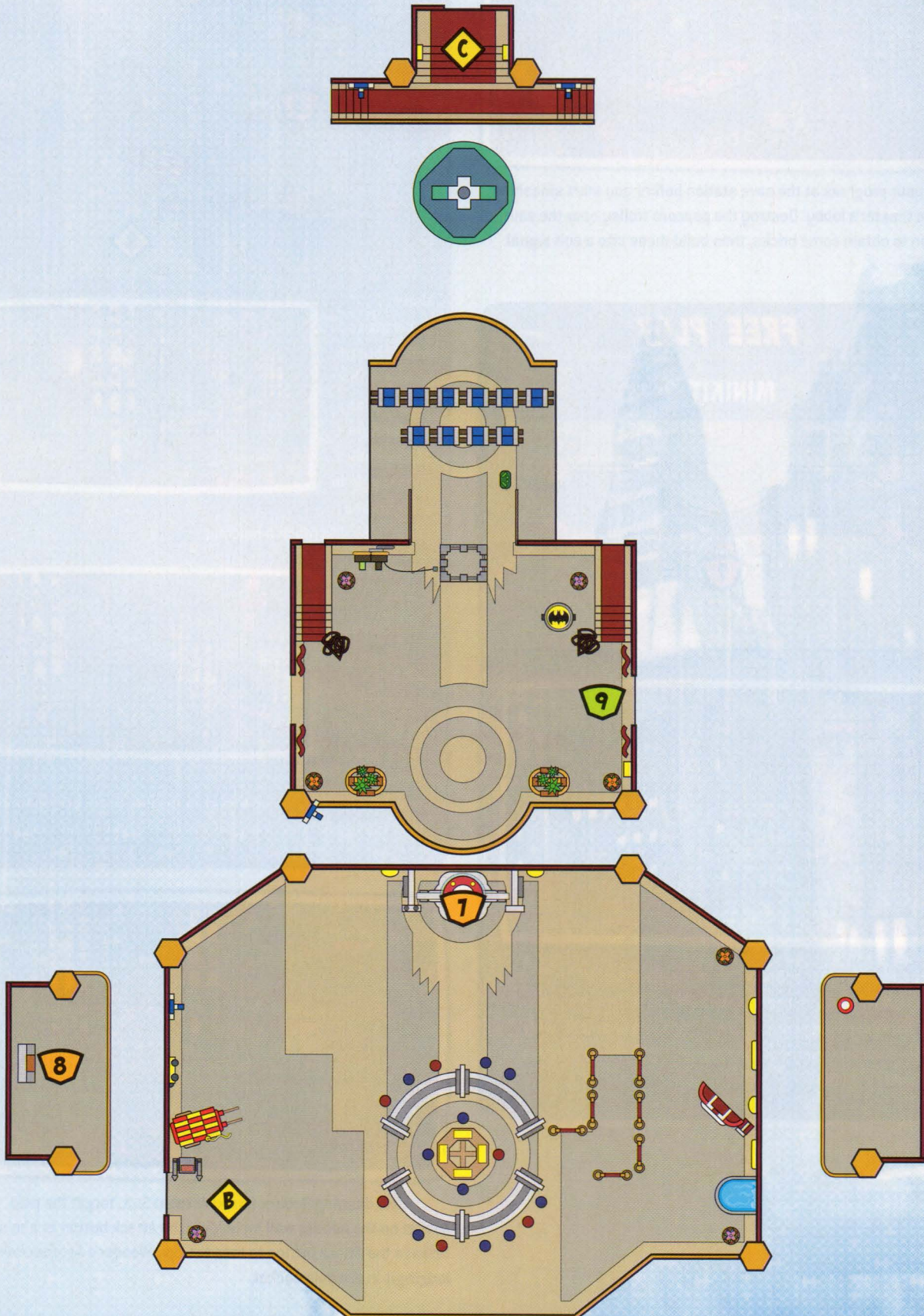


The Riddler is no match for the Dynamic Duo. Simply gang up on him and keep attacking until all of his health hearts are gone.



The X-ray wall shatters after you beat down the Riddler. Build the remaining bricks to form a lift, then hop aboard and ride up to a new area.

OBJECTIVE 3: TRACK DOWN TWO-FACE



CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION



Save your progress at the save station before you start smashing up the theater's lobby. Destroy the popcorn trolley near the save station to obtain some bricks, then build these into a suit signal for Robin.

FREE PLAY

MINIKIT 7

Change to Man-Bat or Black Canary and use either character's glass-shattering ability to smash the glass on the background popcorn popper. Toggle to a character with heat vision and overheat the exposed gold kernels to reveal a delicious minikit!

FREE PLAY

MINIKIT 8

Use Superman's freeze breath to freeze the waterfall on the far right of the lobby. Then toggle to Batman and climb the ice to reach a balcony.

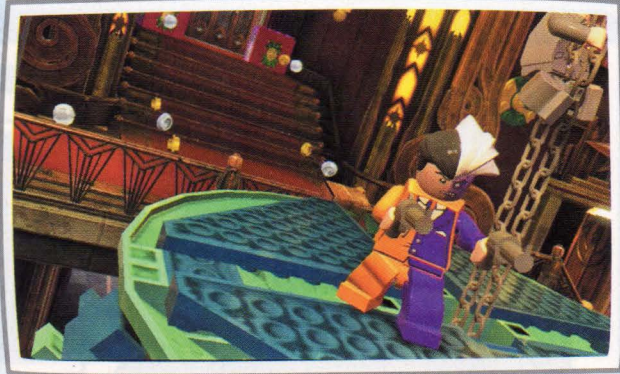
Destroy the fire extinguisher on the balcony, then build the bouncing bricks you discover to create a zipline. Jump up and grab the line to zip across and claim the minikit that materializes on the lobby's left balcony.



After donning Robin's flashy Acrobat Suit, target the pole socket on the nearby wall by holding the Attack button to aim at it. Release the Attack button to toss the Boy Wonder's Acrobat Pole, lodging it in the pole socket.



After placing the pole, double jump with Robin and grab it. The Boy Wonder then begins to flip around the pole; press the Jump button to flip over to the nearby statue's horn.



Flip from the horn to another pole, then jump again to reach the background area, where the twisted villain Two-Face makes his dramatic appearance.

TAKING OUT TWO-FACE



Two-Face is too much for Robin to handle on his own. Avoid his gunfire as you smash the foreground objects in search of bricks. Build the bricks you discover to form a pair of grapple handles that allow Batman to join the fight.

TIP

Whack Two-Face with a Batarang to stun him temporarily and halt his gunfire!



Once Batman has joined Robin, take control of the Dark Knight and activate his Sensor Suit to become invisible. Run past the security cameras and destroy the chairs beyond to acquire some bricks. Build these into a special ball socket for Robin.



Switch to Robin and press the Action button to transform into the Acrobat Ball. Roll onto the ball socket until you're locked in place, then roll around to lower the chandelier that Two-Face is standing on.

The chandelier shatters after Robin lowers it, forcing Two-Face to fight the Dynamic Duo. Simply pummel Two-Face until the villain collapses. The Joker then taunts you from atop the background stairs—hurry after him!

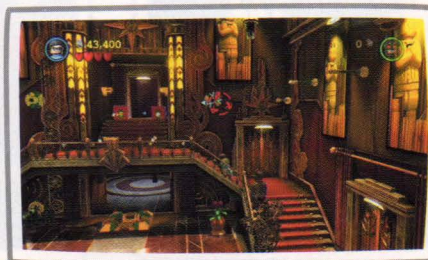
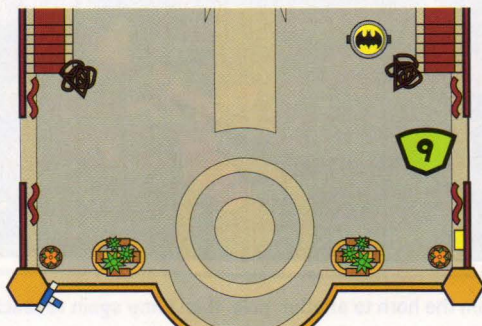


TIP

Lodge Robin's Acrobat Pole in the left pole socket above the background stairs, then flip along the poles to the left to reach a precious purple stud!

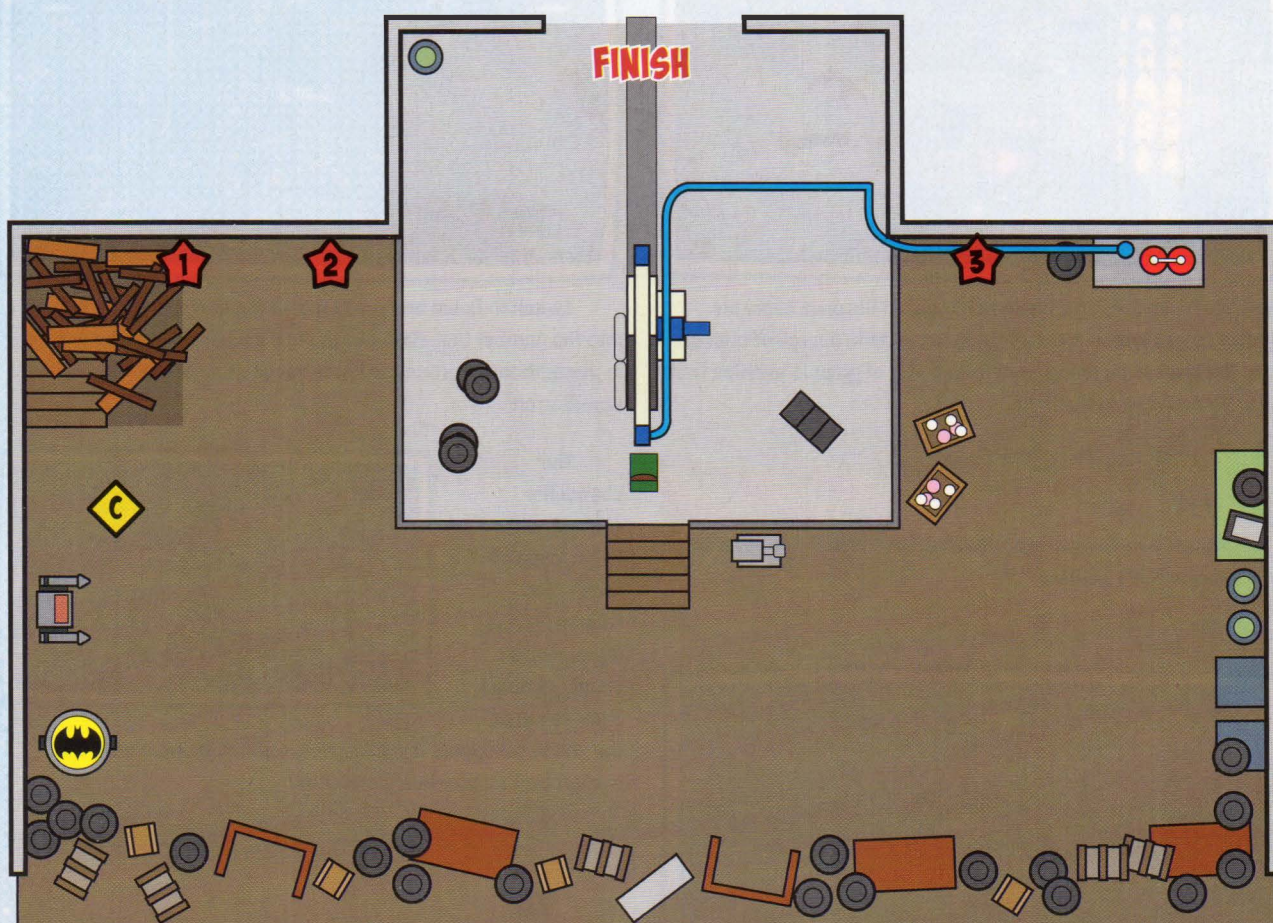


MINIKIT 9



After trashing Two-Face, hurl Robin's Acrobat Pole at the pole socket to the right of the background stairs, then flip along the poles to the right to claim a high, hovering minikit!

OBJECTIVE 4: DEFEAT THE JOKER





Record your progress at the save station as you enter this final area, where the Joker awaits. Approach the Joker, and he'll start zapping you with his joy buzzer. Quickly switch to your other hero and attack the Joker while he's occupied!

TIP

Run along the foreground to grab a bunch of blue studs!



The Joker flees to the top of the background projector once he's down to one heart. Hurry over to the small X-ray wall to the right, then use Batman's Sensor Suit to examine the projector's power supply. Fix two broken segments of the power line to complete the current and send a nasty shock toward the Joker.

TIP

While gazing into the X-ray wall, toggle the top-right piece to send a bunch of studs flying out!



Continue to strike the Joker while he's busy zapping the other hero to knock off his health hearts.



The shock destroys the projector and sends the Joker for a ride through the background wall. Afterward, approach the projector's remnants and build the bouncing bricks to form a zipline that leads back down to the theater's stage. This dramatic pursuit concludes after you jump up and zip down the line.

MINIKIT 10



Destroy the three green shutters on the projector room's background wall to score a minikit. Use jumping attacks or Batarangs if you're having trouble hitting them with normal blows.



LEVEL 2: HARBORING A CRIMINAL



THE STORY THUS FAR...

THE DYNAMIC DUO HAS MANAGED TO CAPTURE MANY OF GOTHAM CITY'S RUNAWAY VILLAINS IN THE THEATER, BUT THE JOKER HAS PROVED TOO ELUSIVE. NOW, THE THE CLOWN PRINCE OF CRIME IS ATTEMPTING TO MAKE A GETAWAY BY SPEEDBOAT. CAN BATMAN AND ROBIN CATCH THIS RUNAWAY MANIAC BEFORE IT'S TOO LATE?

STORY CHARACTERS



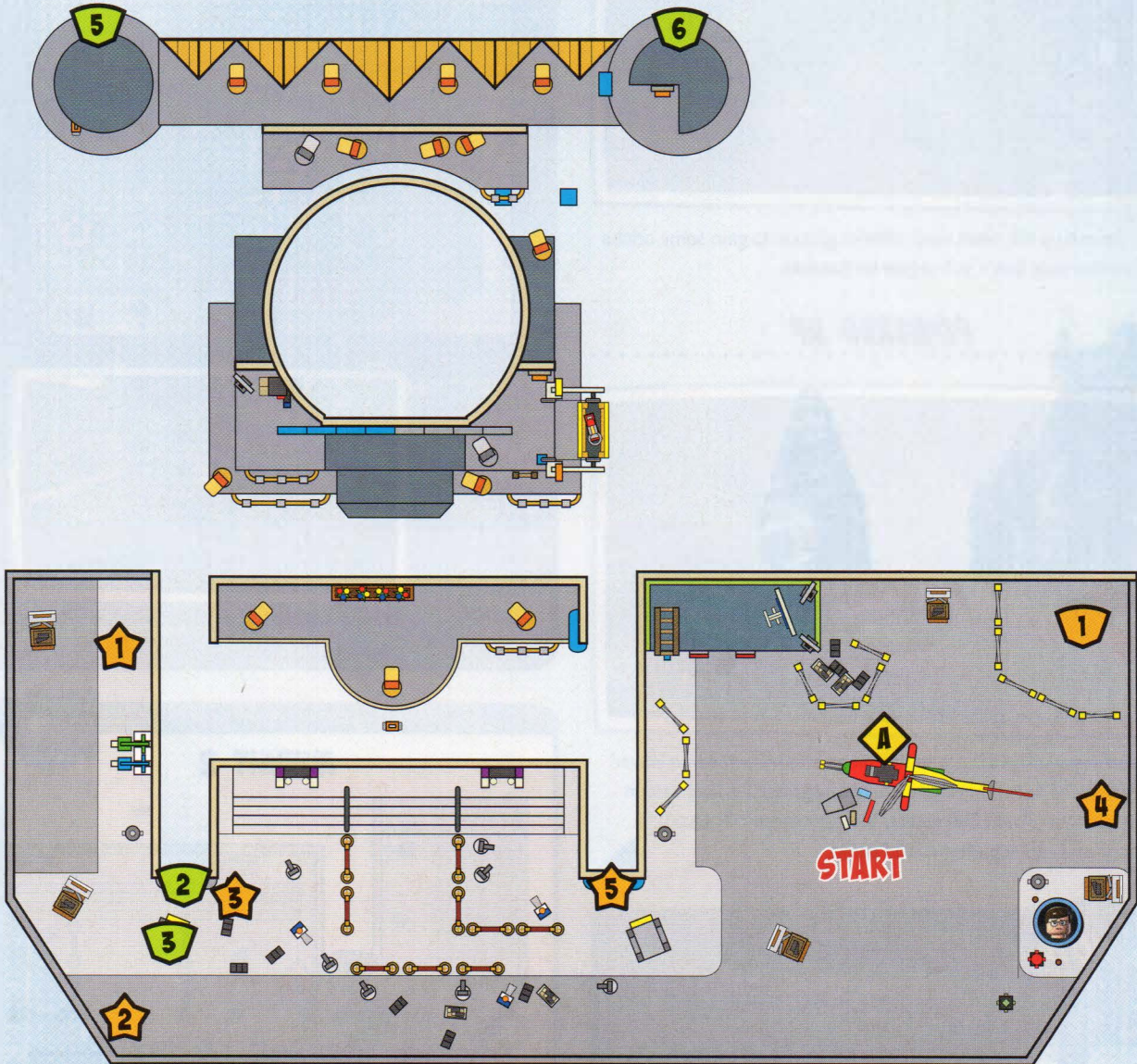
SUPER HERO STUD REQUIREMENT:

90,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1		Free Play	During Free Play, use Superman's heat vision to destroy the gold spotlight behind Robin's helicopter.
2		Story	Destroy the silver bar above the award sign to the left of the theater's entrance.
3		Story	Destroy the silver spotlight, then build the bricks into an ice cream truck. Drive and follow a trail of studs to find a minikit.
4		Story	Destroy five identical signboards around the theater building's exterior. One is hidden and requires the Magnet Suit to find.
5		Story	While scaling the theater building, search behind the left circular tower.
6		Story	After pulling the right circular tower's glowing orange handle, circle around the tower.
7	—	Story	While chasing the Joker's boat around the harbor, blast two yellow carts that roll along a roller coaster track.
8		Story	While battling the Joker in the parking lot after the boat chase, destroy four parked cars.
9		Story	Drive the cart in the parking lot's left foreground corner.
10		Free Play	Destroy the gold clamps on the side of the construction vehicle, then fix the foreground truck's ramp and drive the construction vehicle onto it.
11		Story	On the right side of the first area, being held captive by two goons with guns.

OBJECTIVE 1: REPAIR ROBIN'S HELICOPTER



The Joker's getting away, but you've got to rebuild Robin's helicopter before you can pursue him. Build the bouncing bricks near the helicopter to restore some of its missing pieces. There are two more groups of helicopter bricks to find!



Next, hold the Attack button and toss Batarangs at the hinges on the background news van. Break both of the news van's hinges to cause its side door to open and expose some inner computers.

CHECKLISTS

LEGO GOTHAM CITY

GOOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION



Smash up the news van's interior gizmos to gain some bricks that can be built into a suit signal for Batman.

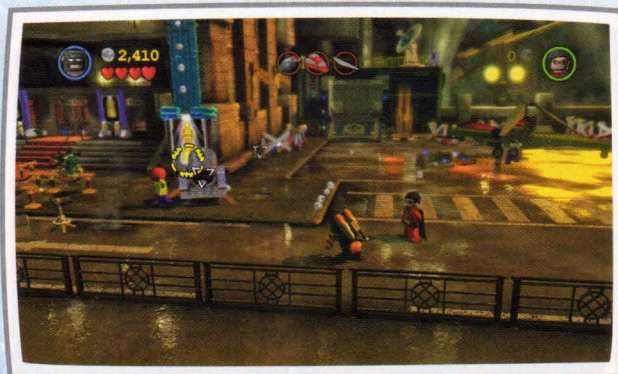
POWERED UP



The suit signal allows Batman to change into his awesome Power Suit. Press the Action button to fire homing missiles that zero in on the nearest silver LEGO object. These missiles will attach to surfaces and explode after a brief delay.

NOTE

Only explosive attacks like the Power Suit's homing missiles can destroy silver LEGO objects.



Use the Power Suit's homing missiles to obliterate the silver spotlight in the foreground. Build the remaining bricks into a suit signal for Robin.

FREE PLAY

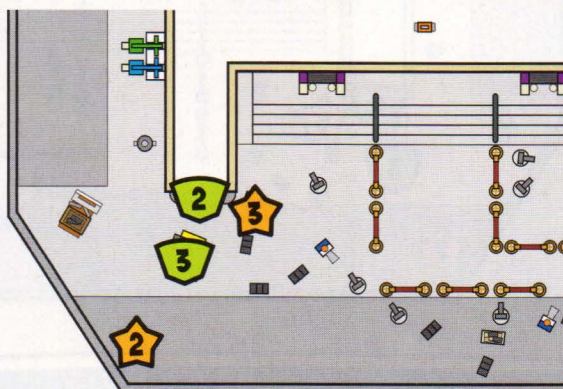
MINIKIT 1



During Free Play, toggle to Superman and use his heat vision to destroy the gold spotlight in the right background corner. A minikit pops out!



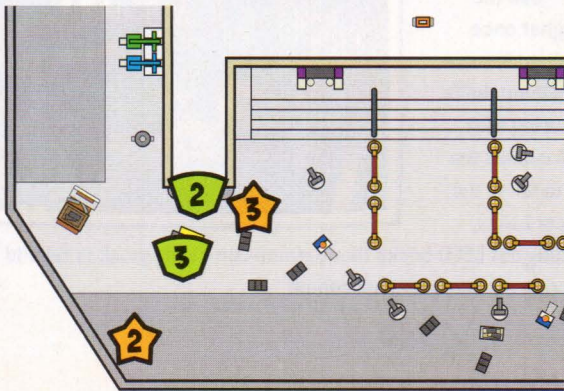
MINIKIT 2



Use the Power Suit's homing missiles to destroy the silver bar above

the "Man of the Year" award sign that's on display to the left of the theater's entry stairs. This causes a minikit to appear near the sign—go ahead and grab it!

MINIKIT 3



Blast the silver spotlight to the left with the Power Suit's homing missiles,

then build the bricks that tumble out into an ice cream truck. Hop into the driver's seat and ride to the right, following a trail of studs toward a hidden minikit!

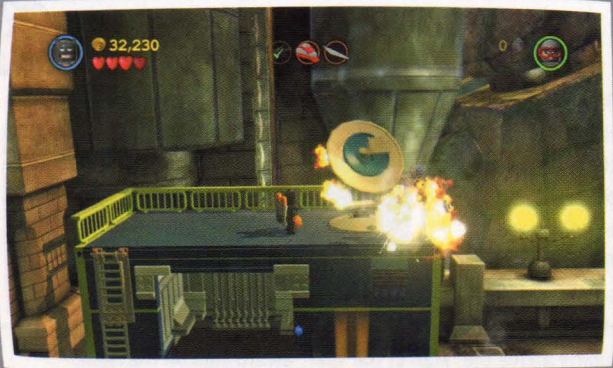
TIP

Don't miss the purple stud that's tucked away at the end of the left alley!

MAGNETIC ACTION



Take control of Robin and don his Magnet Suit. Run back to the news van and hold the Action button to make Robin draw his special magnet. Keep holding the Action button to pull down the news van's ladder.



Climb the ladder and destroy the satellite dishes on top of the news van to acquire lots of studs. Only Batman's homing missiles can shatter the silver dishes.



Drop from the van and run to the front of the theater building. Use Robin's magnet to pull open the two clamps above the "Man of the Year" award sign on the right of the theater's entry stairs. Build the bricks that are left behind to form a signboard that pertains to a minikit (see the sidebar).

MINIKIT 4



Destroy five identical signboards around the theater building's exterior to discover a minikit. Most of these signboards are easy marks, but you'll need Robin's magnet suit to discover one of them. Use the magnet to open the clamps above the right "Man of the Year" award sign, then build the bricks you discover into a signboard and smash it.

GOING UP

After you've finished pillaging the street around the theater building, use Robin's magnet suit to walk up the magnetic blue piping above the "Man of the Year" award sign on the right.



When you reach a small balcony with a flower box, hold the Attack button and target the grapple handle above. Release the Attack button to grapple the handle, then wait for a moment as you're hoisted upward.



When you cease to rise, jump to the left and grab a handhold. Jump up and search the lip of the building to discover a purple stud hidden around to the left. Use the magnet to pull down a blue magnetic object, then walk along this object to reach the building's right side.



Use the magnet once again to remove the clamp that's securing a lift. This causes the lift to fall to the street below, spilling out LEGO bricks that Batman can easily stack to rebuild another portion of the helicopter.



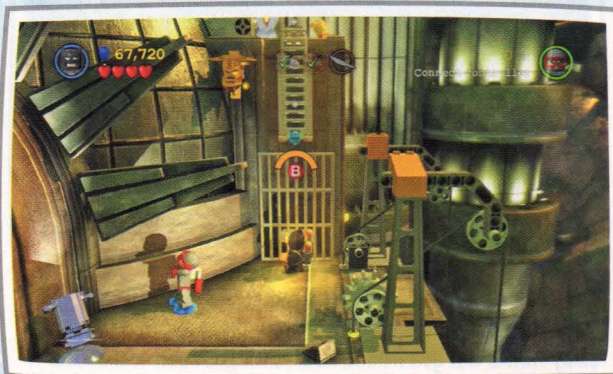
TIP

After freeing the lift, look down to spy a row of studs on the lip below. Carefully drop down and claim the studs with Robin to pocket a purple stud at the lip's end!

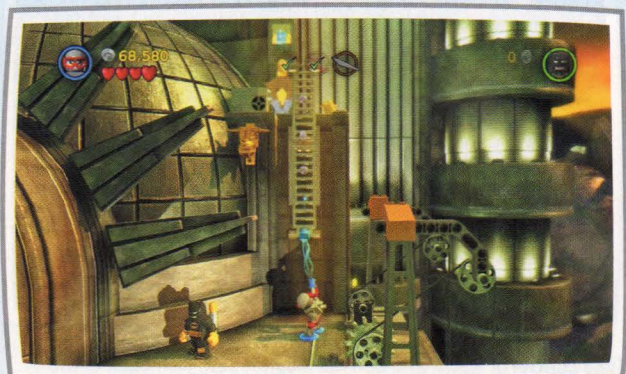


Switch to Batman and build the bouncing bricks to fix more of the helicopter. Only one more batch of bricks to find! Board the lift and you'll be hoisted up to Robin's perch.

TEAMWORK TIME



After riding up the lift, have Batman approach the nearby glowing orange handle. Press the Action button to make Batman grab the handle, then quickly tap the Action button to use the Power Suit's superior strength and pull a metal grate away from the wall.



With the metal grate out of the way, Robin can use his magnet to lower a ladder. Now the Dynamic Duo can climb even higher!

CROSSING OVER

Climb the ladder and use Batman's homing missiles to obliterate a silver panel on the background building. This exposes a magnetic blue object; switch to Robin and use the magnet to pull down a beam off the wall.



Dispatch the goons on the ledge, then switch to Batman and fire a missile to obliterate the silver spotlight to the left. Build the bricks that remain to form a zipline, then jump and grab the line to zip over to a nearby tower.



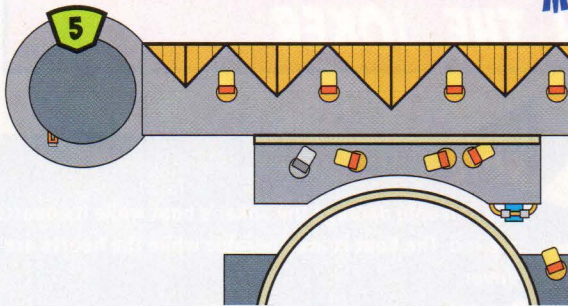
Tiptoe across the beam, then use the magnet a second time on a higher blue object to expose a grapple handle. Aim and grapple the handle to zip up to a higher ledge.



You need to climb the tower, but first, carefully drop to its lower tiers to score valuable studs and claim a hidden minikit (see sidebar). After looting the tower, climb to the top by using the ladder and an overhead grapple handle.



MINIKIT 5

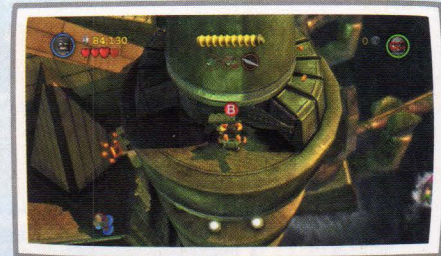


When climbing around on the building behind the theater, search behind the left tower to discover a hidden minikit. Sneaky!

THE FINAL BRICKS



Use the might of Batman's Power Suit to pull the glowing orange handle you discover atop the right tower.

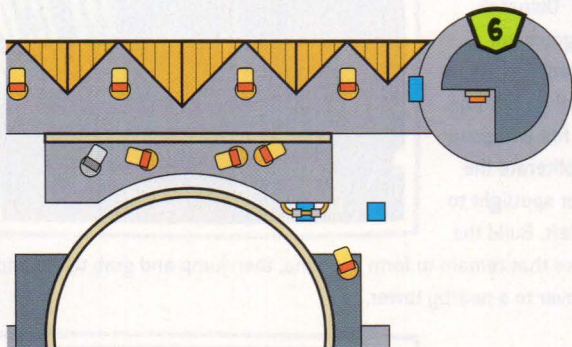


This causes the last of the helicopter's missing LEGO bricks to fall down to the street below. Circle around the tower's top and collect another hidden minikit before dropping down to the street.

Grapple and scale the left tower to reach an even higher section of roof. Go right and use Robin's magnet to reveal a grapple handle on a similar tower to the right. Switch to Batman and grapple over.



MINIKIT 6



After pulling on the orange handle atop the right tower and sending the last of the helicopter LEGO bricks tumbling to the street, circle around the tower's top to discover a hidden minikit. Nice!



COMPLETING THE REPAIRS

Jump toward the foreground to leap out from the tower and drop all the way to the street where you began. Then stack the bouncing bricks to restore the helicopter to full functionality. When you're ready to move on, approach the helicopter and press the Change Character button to jump into the pilot's seat.



OBJECTIVE 2: CATCH THE JOKER

The Joker's making off with a boatload of stolen goods, and it's up to Batman and Robin to stop him! During this scene, you chase the Joker's boat through a short course around the harbor. You'll just keep looping around the course until you defeat the Joker.



NOTE

You can only damage the Joker's boat while its hearts are red. The boat is invulnerable while the hearts are silver.

TIP

Blast floating buoys to stockpile studs as you speed around the harbor!

Once you're near the Joker, unload on his boat to damage it. Just keep blasting the boat until its health meter is fully drained, and you'll knock off one of its health hearts.



MINIKIT 7



Destroy two yellow carts that speed along a roller coaster track as you pursue the Joker

through the harbor. You have just seconds to blast the carts each time you pass by, but don't worry if you miss—as long as you don't defeat the Joker, you can just keep looping around the harbor and trying to shoot down those carts!





The Joker crashes in a parking lot after you knock off all his boat's health hearts. Time to catch this crazy crook! Use Batman's homing missiles to destroy the silver portion of the nearby construction vehicle, causing a load of bricks to tumble to the ground.



Build the bouncing bricks into a cannon with a spinner handle. Stand on the green side of the spinner and push against it to spin the cannon so that it's pointing toward the Joker.



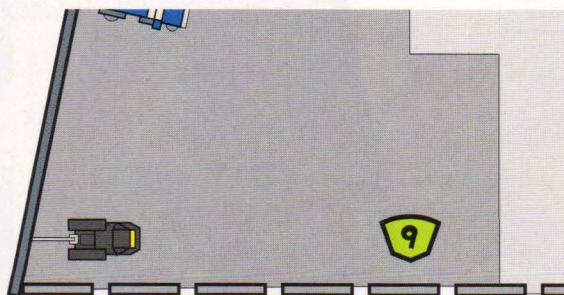
An orange handle appears on the back of the cannon after you aim it at Batman's nemesis. Use the Power Suit's super-strength to pull the handle and fire the cannon, blasting away one of the Joker's three health hearts.

MINIKIT 8



During the final showdown against the Joker in the parking lot, smash four vehicles that are parked around the lot. A minikit pops out from the fourth vehicle you destroy!

MINIKIT 9



Score another minikit by simply hopping aboard the little cart that's parked in the lot's left



foreground corner. Take a short drive to the right to cause a secret minikit to appear!

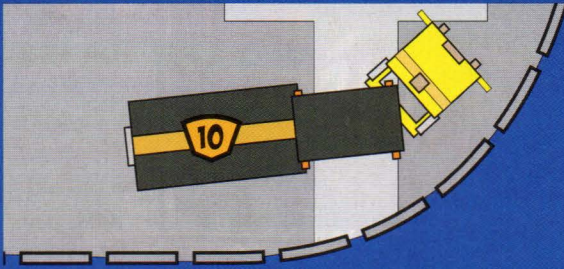
PHASE 2: FLYING PIES

After losing his first heart, the Joker starts hurling electrified pies at the Dynamic Duo. Avoid these pies, along with the patch of electricity they generate on the ground after they splatter. Sprint to the background and stack the bouncing bricks to the right to form a clown face.



FREE PLAY

MINIKIT 10



After blasting the Joker for the first time, toggle to a character with laser eyes or heat vision. (This is only possible

during Free Play.) Then overheat and destroy the two gold clamps on the side of the construction vehicle.



Hop into the construction vehicle and drive toward the foreground and to the right. Hop out and build some bouncing bricks to add a ramp to the back of a tractor trailer.



Return to the construction vehicle and drive up the tractor trailer's ramp to receive a minikit for your efforts. Nice work!



After completing the clown face, blast its silver teeth with Batman's missiles to obtain more bouncing bricks. Build these to restore a missing section of the blue piping that runs along the nearby wall.



Switch to Robin and use his Magnet Suit to walk up the blue piping to reach the top of the amusement park's entry gate.



Claim plenty of studs from the top of the gate, then attack the metal box near the swinging "Gotham Funland" signs to expose a pair of magnetic blue pins.

Use the magnet to pull out the pins and free the swinging signs. The signs go tumbling down and smash into the Joker, knocking off another heart. One more to go!



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PHASE 3: BUMPER CAR OF DOOM



For his final trick, the Joker hollers for a bumper car that's filled with goons and armed to the teeth. Do your best to avoid the bumper car's dangerous missiles and gunfire as you take aim and whack the glowing device on the car's roof with Batarangs.



Change to Batman and fire missiles at the car's exposed engine to finally reduce the vehicle to a harmless pile of bouncing bricks.



Keep attacking the car with Batarangs until you expose its inner shell. Then switch to Robin and use his magnet to pull off the blue shield doors, exposing the silver engine.



Build the remains of the bumper car into a giant mallet with a glowing orange handle. You know what to do! Change to Batman and use his Power Suit's super-strength to pull the handle, smashing the Joker with the mallet and bringing an end to this wild fight.



LEVEL 3: ARKHAM ASYLUM ANTICS

THE STORY THUS FAR...

WOULDN'T YOU KNOW IT? BATMAN HAS FINALLY CAPTURED THE JOKER, BUT ANOTHER JAILBREAK HAS OCCURRED AT ARKHAM ASYLUM, COURTESY OF LEX LUTHOR AND HIS DECONSTRUCTOR. THIS TIME, HOWEVER, THE CAPED CRUSADER ISN'T ABOUT TO LET THOSE VILE VILLAINS GET AWAY. BATMAN AND ROBIN ARRIVE ON THE SCENE JUST IN TIME TO HEAD OFF THE INMATES' ESCAPE ROUTE WITHIN THE ASYLUM'S COURTYARD MAZE!

STORY CHARACTERS

BATMAN



ROBIN



SUPER HERO STUD REQUIREMENT:

40,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Story	After acquiring the Power Suit, fire a missile to destroy the large statue that was wearing the top hat.
2	2	Story	After causing Two-Face to crash, loop around the wall to the south and use the Batsuit to shatter the glass doorway.
3	1 to 5	Free Play	Fly around and locate five tiny fountains within the maze. Freeze and shatter each one.
4	4	Free Play	Deconstruct the black wall to the left of the starting point, then use heat vision to destroy the gold panels on the wall and use Green Lantern to build the green LEGO bricks.
5	5	Free Play	Deconstruct the black gate to the right of the starting point, then use Poison Ivy to travel through the plants. Drain the switch's electricity with Joker, then backtrack and pull the orange handle.
6	6	Free Play	Fly to the far-left passage, then with heat vision, overheat four gold flowers. Use Aquaman to cross the water, then overheat the gold statues and solve a simple puzzle.
7	7	Free Play	Fly to the left and spy a passage with a metal floor. Hang from the two wall handholds to lower them. Use Cyborg to pull a magnetic crate north under the metal floor. Search beneath the floor.
8	8	Free Play	Fly north and left from the starting point to find a passage with a spiked pit. Deconstruct the black statue and build a switch. Pull the switch, then shatter the glass with Man-Bat or Black Canary.
9	9	Free Play	Fly to the northernmost passage, then change to Harley Quinn and flip along the poles. Push the spinner to lower the gate, then use Aquaman or Killer Croc to search the nook beneath the spinner.
10	10	Story	Use the Power Suit to pull the glowing orange handle near the center of the maze.
11		Free Play	On the right side of the maze, being beaten by goons [fly there].

OBJECTIVE 1: CRASH CATWOMAN



This twisted maze is filled with all sorts of hazards, so watch yourself! Attack the glowing green pipes near the fountain to cut off the water supply, causing bricks to fall to the ground.



CAUTION

Look out! Those dastardly villains will regularly speed past, knocking you flat if you're caught in their path.

TIP

Make good use of Batarangs to knock down studs by whacking sconces, gargoyles, and other out-of-reach objects. It's fun and profitable!

Build the bricks into a pull handle, then grapple the handle to drain the fountain pool and reveal a useful suit signal for Robin.



Switch to Robin and don the Acrobat Suit. Spy a pole socket on the wall to the right. Hold the Attack button and target the slot to toss Robin's Acrobat Pole into it.



Double jump to grab Robin's Acrobat Pole, then swing and jump to the right, landing safely on the other side of the vicious plant pit. Nice moves!



Run north and then loop around to the south. Jump up and grab the handhold of a tall statue that's wearing a top hat.

This causes the top hat to fall, revealing a pile of bricks that can be built into a suit signal for Batman.



After creating the suit signal, run north a bit and notice how the nearby wall slopes down. Jump onto the wall and run south along it, collecting studs.



Build two grapple handles from the bricks you find atop the wall. With both handles in place, Batman is now able to grapple

his way across the pit and join up with Robin. Waste no time in claiming the Power Suit from the suit signal you recently built.

TIP

Remember: you can target the next grapple handle while still hanging from the first!

MINIKIT 1



After Batman dons the Power Suit, fire a homing missile at the nearby statue to destroy it and reveal a minikit!



CREATING AN OBSTACLE



Equipped with the Power Suit, Batman is able to fire homing missiles and blast down the nearby silver fence. Do so, then

scale the climbable wall beyond to reach the top of another wall.

TIP

Blast the downed fence with a second missile to destroy it and score bonus studs!



From atop the wall, fire another homing missile at a small nearby statue to topple it, creating an obstruction in Catwoman's path of travel. The next time that villainous vixen speeds by, she'll be in for a rough ride!

OBJECTIVE 2: TRASH TWO-FACE

Good work crashing Catwoman, but you have more super-villains to catch! Sprint past Catwoman's crash site, smashing her bike for good measure. Run north and then go left, doing your best to avoid Two-Face each time he streaks past.



Switch to Robin and press the Action button to curl into a ball. Roll onto the ball socket, then begin rolling to the right.

Maneuver a bat-symbol along its track in the wall.



Keep going left until you reach a dead end. Blast the silver panel on the wall to get it out of your way, then destroy the statue at the path's end to obtain some bouncing bricks. Build these into a ball socket for Robin.



The bat-symbol falls to the ground after you successfully navigate its track, and instantly lights up to become a suit signal for Batman. Take control of the Dark Knight and don the Batsuit.

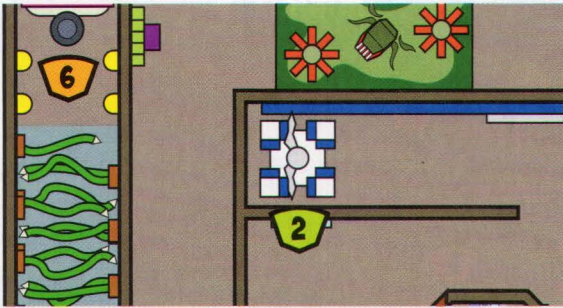


GOING BATTY



The Batsuit has some nifty gizmos. Approach the nearby glass LEGO arches, then hold the Action button to aim and fire the suit's sonar gun at them. Keep firing until the glass arches begin to quiver and then shatter. This causes a pile of debris to tumble into the passage, which in turn sends Two-Face tumbling!

MINIKIT 2



After causing Two-Face to crash, loop around the wall to the south, heading for a glass doorway. Shatter the glass with Batman's sonar gun to claim the minikit from the nook beyond!

FREE PLAY

MINIKIT 3



During Free Play, use Superman to fly around and locate five tiny fountains within the maze. Freeze each fountain with freeze breath, then attack them to shatter them. You'll score a minikit from the final fountain you freeze!

FREE PLAY

MINIKIT 4



Use Lex Luthor's Deconstructor to destroy the black wall to the left of the starting point, then enter the maze's southwest passage.



Use a character with heat vision to destroy the gold panels on the wall beyond the black wall.



The gold panels leave green LEGO bricks behind. Change to the Green Lantern and build these into a bowling ball that crashes into the pins at the end of the passage, exposing a minikit!

CHECKLISTS

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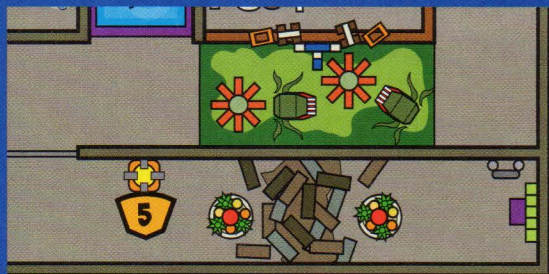
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FREE PLAY

MINIKIT 5



Fire Lex's Deconstructor at the black gate to the right of the maze's entrance to access the southeast passage.



Switch to Poison Ivy and travel through the plants to reach the end of the passage, where an electric switch is found.



Toggle to the Joker and use his joy buzzer to drain the charge from the electric switch. This removes the current from the canister to the left.

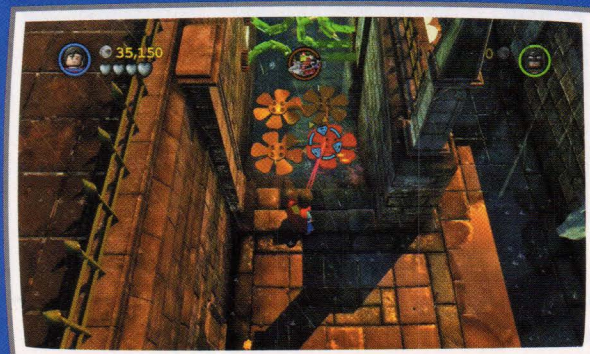
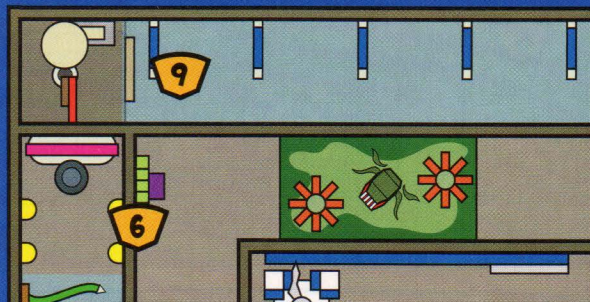


Use Poison Ivy to travel back through the plants and approach the canister. Switch to a strong character such as Superman and pull the canister's glowing orange handle to rip it apart and reveal a minikit!



FREE PLAY

MINIKIT 6



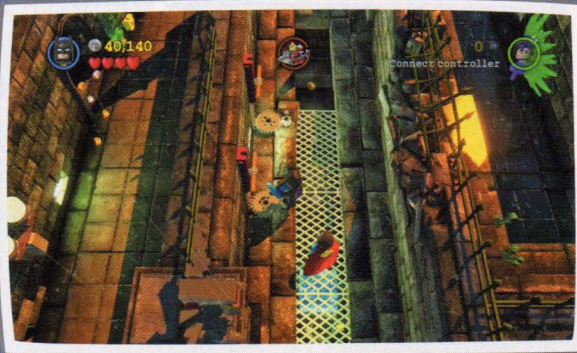
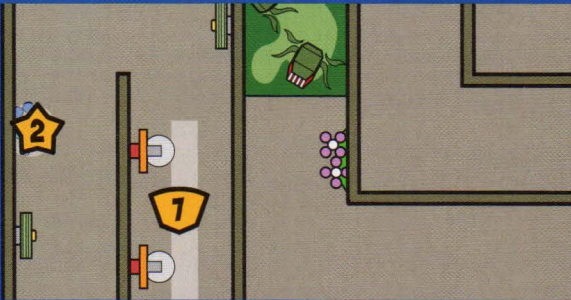
Fly to the maze's far-left edge, then use heat vision to destroy the four gold flowers near a watery passage. Switch to Aquaman afterward and walk along the bottom of the water without fear of the dangerous plants above.



Toggle back to a character with heat vision and destroy the gold statues beyond the water. Then solve a puzzle by stepping on the two floor buttons to maneuver a seed through a simple maze. [Step on the right button first, then the left, then the right again.] Destroy the tall plant that grows after you solve the puzzle to discover a minikit!

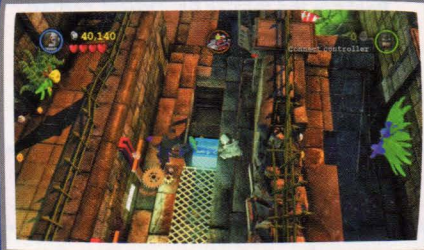
FREE PLAY

MINIKIT 7



Fly past the man-eating plants to the left of the maze's entrance, then follow the passage north. Loop around to the south when you're able; you'll arrive at a dead end with a metal floor and a pair of handholds on the nearby wall.

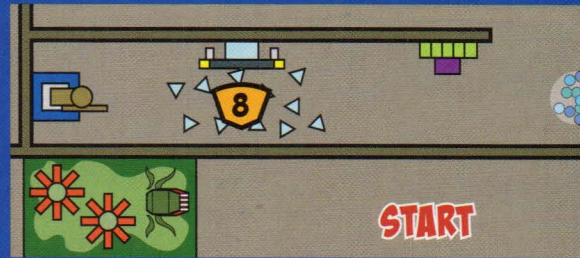
Hang from each handhold to pull them down, then use Cyborg's power of magnetism on the blue crate that lies beneath the metal floor. Pull the grate to the north to move it out of your way.



With the crate moved, you can run underneath the metal floor and grab a minikit. Excellent!

FREE PLAY

MINIKIT 8



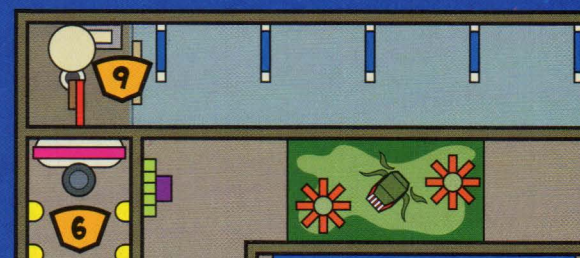
From the maze's entrance, fly north just a bit and then go left to discover a passage with a pit full of sharp spikes. Land at the left end of the passage and use Lex's Deconstructor to shatter a black statue.



Build the remains of the statue into a switch, then pull it to lower a platform over the nearby spiked pit. Jump to the platform, then toggle to Man-Bat or the Black Canary and shatter the glass in the nearby alcove to reveal a minikit!



MINIKIT 9



Fly to the maze's northernmost passage to find a row of poles that line the wall. Switch to Harley Quinn and flip along the poles to cross a long stretch of water.



CHECKLISTS

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MINIKIT 9, CONT.

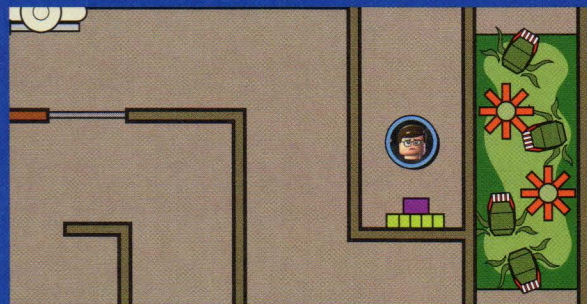


You land on a ledge with a spinner. Shove the spinner to drain the water from the passage, then drop down and grab a soggy minikit that's tucked away in a nook beneath the ledge.



FREE PLAY

CITIZEN IN PERIL



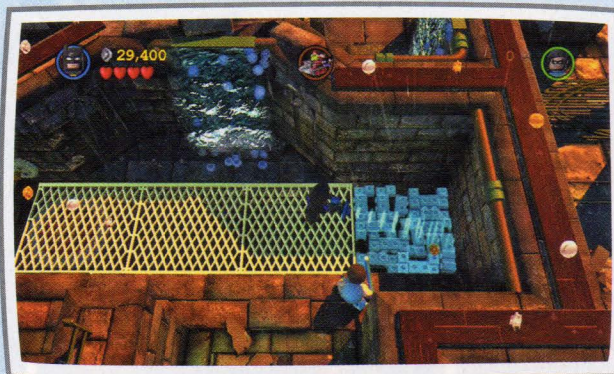
A poor citizen is getting a thorough beat down in the maze's upper-right passage. You can only

reach this citizen during Free Play; fly over to him and teach those punks a lesson to save the day!

TIP

During Free Play, switch to a character that can fly and soar way up high to spy hovering studs. A purple one floats in the maze's southwest corner!

OBJECTIVE 3: BASH BANE



Only one villain left! Enter the center of the maze, which is now accessible, and begin looping around the path in a clockwise fashion. Ignore the glowing orange handle you come to and keep going until you reach a dead end with a see-through metal floor. Use Batman's sonar gun to shatter the glass section of floor to the right.



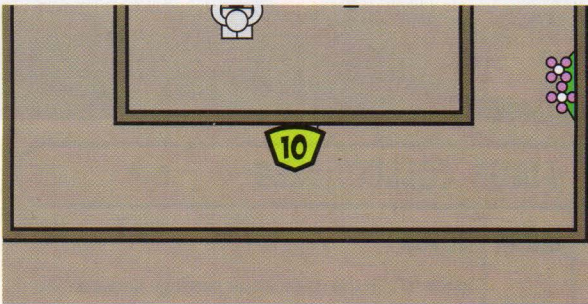
Now run left and jump to grab one of the two handles above the Robin symbol that's visible beneath the floor. Switch to Robin and grab the other handle. With both heroes hanging from the handles, the Robin symbol becomes swept away by a watery current and emerges where the glass floor previously was.

CHILLING OUT



Switch to Robin and don his excellent Ice Suit. Test this new suit right away by pressing and holding the Action button to freeze the nearby waterfall. Once it's fully frozen, our heroes will be able to climb the waterfall to reach the valuable studs that lie atop the wall.

MINIKIT 10



While Bane is on the loose, change back into the Power Suit and make your way to the center of the maze. Pull the glowing orange handle near the maze's center to discover a minikit in a small nook!

BANE DAMAGE



Ready to finish your frolic through this freaky maze? Then take control of Batman and head to the maze's center. Destroy the glowing rocks to the right, then build the remaining bricks into a Power Suit signal. Use the Power Suit to blast the nearby silver statue and create a watery downpour from an overhead pipe.



Now switch to Robin and use his Ice Suit to freeze the downpour created by the silver statue's absence. This forms an obstacle that Bane can't bypass, and the final baddy quickly wrecks his ride!



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LEVEL 4: ASYLUM ASSIGNMENT

THE STORY THUS FAR...

BATMAN AND ROBIN HAVE SUCCEEDED IN CATCHING ALL OF ARKHAM'S FLEEING INMATES—ALL OF THEM EXCEPT ONE, THAT IS. THE JOKER IS STILL ON THE LOOSE, HAVING SECRETLY TEAMED UP WITH THAT INGENIOUS RAT, LEX LUTHOR. RATHER THAN WAITING FOR JOKER TO MAKE HIS MOVE, THE DYNAMIC DUO DECIDE TO TAKE THE INITIATIVE AND SEARCH ARKHAM ASYLUM FOR CLUES.

STORY CHARACTERS

BATMAN



ROBIN



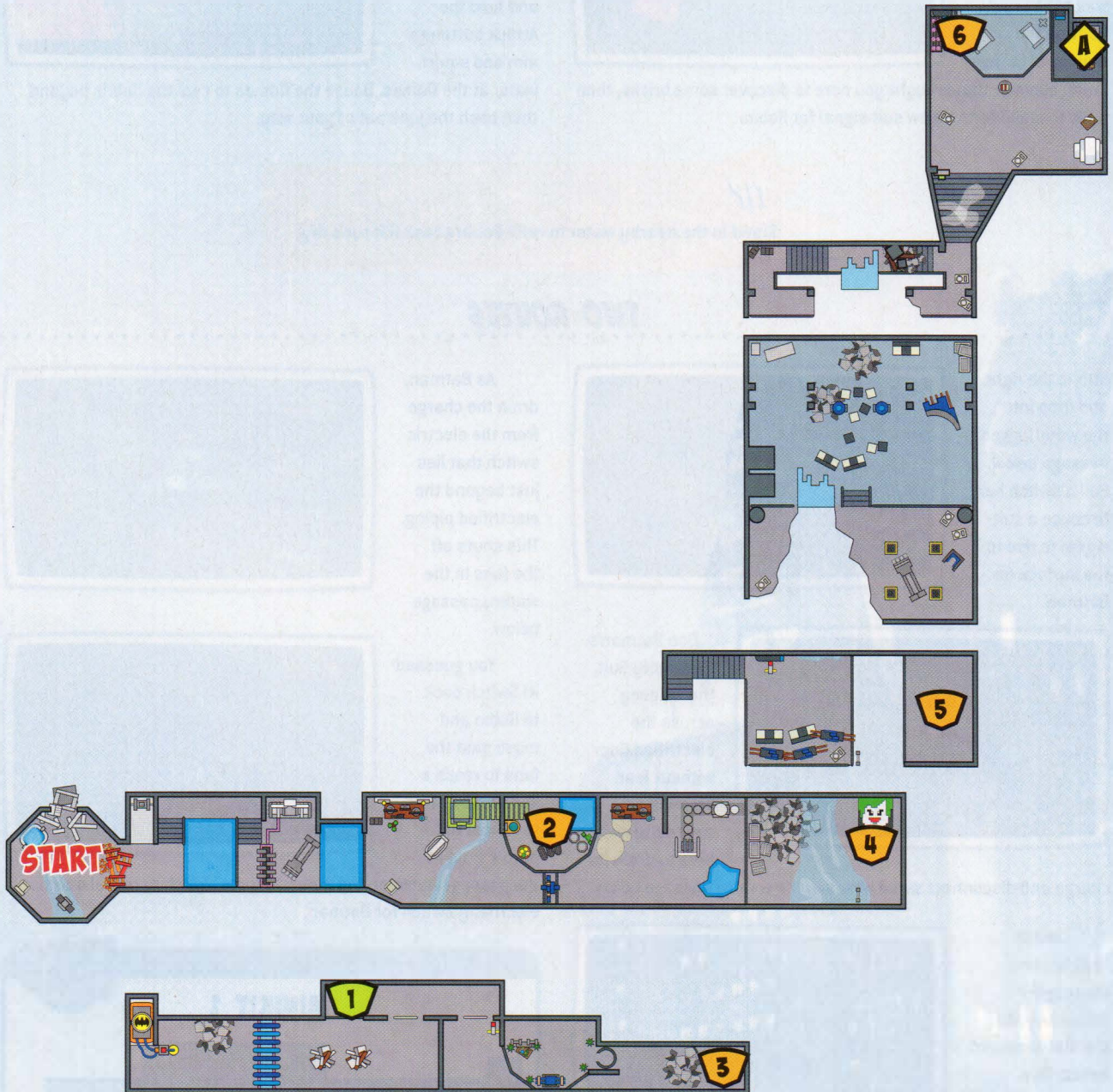
SUPER HERO STUD REQUIREMENT:

105,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Story	To the left, in the underwater passage between the two fans.
2	2	Free Play	Fly over the fence and into Killer Croc's cage.
3	5	Free Play	Use Aquaman to pull the underwater orange handle.
4	4	Free Play	After lowering the stairs, drop to the Joker box to the right and use the Joker to open.
5	5	Free Play	After freezing the two water spouts, run to the foreground and use Cyborg to open a magnetic door. Build the Green Lantern bricks and drop through the hole.
6	6	Free Play	In Mr. Freeze's hold, use the Penguin to send a bomb through the right foreground igloo.
7	1 to 5	Free Play	Use Aquaman to wash away five patches of Joker/Riddler/Two-Face graffiti.
8	8	Story	Claim Robin's Acrobat Suit and flip along the overhead poles in the monitor room.
9	9	Free Play	After using the X-ray board, run into the foreground and descend a ladder. Deconstruct the door.
10	10	Free Play	Inside Poison Ivy's cell. (Fly over and use Poison Ivy to enter.)
11		Free Play	Use the Penguin or the Power Suit found near Minikit 9 to blast open the silver cells before the long corridor to the Scarecrow showdown.

OBJECTIVE 1: ESCAPE THE BASEMENT



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Our heroes have crashed in the basement of Arkham Asylum, and must find a way to escape. Destroy the remnants of the faulty elevator that brought you here to discover some bricks, then build these to form a new suit signal for Robin.



Outfit the Boy Wonder with his Hazard Suit, then stand before the nearby fire and hold the Attack button to aim and squirt water at the flames. Douse the flames to cool the debris beyond, then bash the junk out of your way.



TIP

Stand in the nearby water to refill Robin's tank if it runs dry.

TWO ROUTES

Run to the right and drop into the waterlogged passage below. Pull a switch here to cause a suit signal to rise to the surface for Batman.



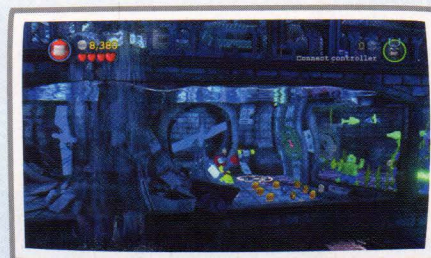
As Batman, drain the charge from the electric switch that lies just beyond the electrified piping. This shuts off the fans in the watery passage below.



Don't let Robin approach the whirling underwater fan or he'll be chopped to bits! Don't let Robin approach the whirling underwater fan or he'll be chopped to bits! Don't let Robin approach the whirling underwater fan or he'll be chopped to bits!

charge and disconnect some hoses in the watery passage below.

You guessed it! Switch back to Robin and move past the fans to reach a switch. (Be sure to collect the purple stud in the passage between the fans!) Pull the switch to reveal another electricity switch for Batman.



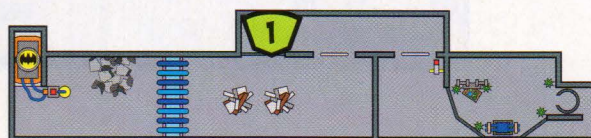
Switch to Robin and destroy the debris beyond the disconnected hoses. This causes two wooden pallets to float to the surface. Switch to Batman and jump across these pallets to clear the electrified piping.



CAUTION

Don't let Robin approach the whirling underwater fan or he'll be chopped to bits!

MINIKIT 1

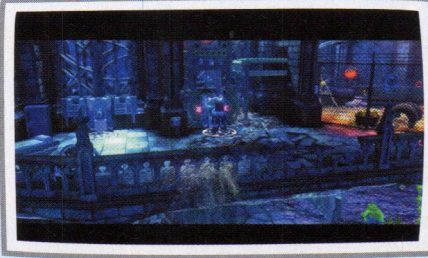


After swimming past the first underwater fan, go left and enter a secret background passage that leads to a nearby underwater alcove with a minikit.



CHARGING FORWARD

Batman is still carrying the charge from the previous electricity switch. Deposit this charge into the switch that Robin revealed to activate it and open the way forward for Robin.



Switch to Robin and swim to the right, then surface. Hold the Attack button to aim his water cannon at the nearby blue circle. Keep blasting the circle to fill a tube full of water and cause a staircase to lower.

FREE PLAY

MINIKIT 2



During Free Play, fly to the right and claim the minikit that sits inside Killer Croc's cage.



FREE PLAY

MINIKIT 3



Before surfacing with Robin, toggle to Aquaman and pull the glowing orange underwater handle to pry a minikit out from a nook. Surface and then use Aquaman to spray water and lower the stairs, just like Robin.



Change back to the Boy Wonder and go right. Destroy the foreground generator you soon discover to deactivate

a fan up in Batman's passage. Move Robin into the far-right nook, which is actually a revolving door, then switch back to Batman and destroy the disabled fan to advance.



Smash more computer equipment beyond the fan to obtain some bricks. Build these into a spinner handle,

then push on the handle's green side to rotate the revolving door in the watery passage below. This will transport Robin to the other side, provided the Boy Wonder was standing in the doorway.



Go upstairs and flip a switch to activate some freeze jets, which quickly ice over a nearby waterfall. Climb up the ice to reach the floor above.

FREE PLAY

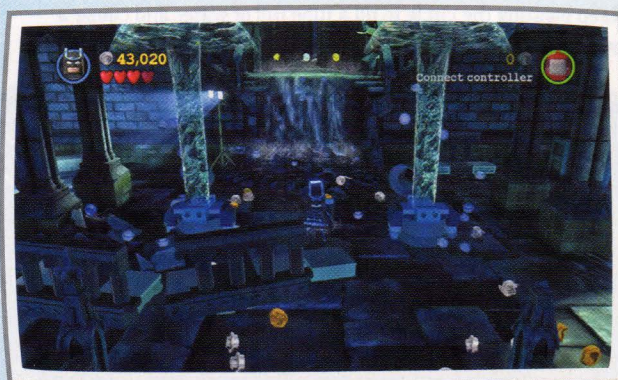
MINIKIT 4



Before climbing up the ice, toggle to the Joker and leap to the right to land in a lower room. Open the Joker box down here to get some bricks, then build a switch and pull it. A portion of the floor rises, revealing a minikit!



ARKHAM ON ICE



Above the ice wall, destroy two valves to cause water spouts to squirt upward. Run right and then destroy more debris to obtain some bricks that form a suit signal for Robin.

TIP

Search behind pillars and around the foreground here to find valuable hidden studs!

Outfit Robin with his Ice Suit, then fire his ice cannon to freeze the two water spouts, along with the background waterfall.



FREE PLAY

MINIKIT 5



After freezing the water spouts, run into the foreground and locate a door with a magnetic lock. Toggle to Cyborg and open the door to discover some green LEGO bricks. Build these with Green Lantern to knock a hole into the floor, then drop through and grab a minikit from the ledge below.



Climb up the frozen waterfall and run around the balcony, picking up studs. Jump across the water spouts you recently froze.



You soon reach some stairs, but only Robin can pass through the ice jets unharmed. Push the nearby spinner to shut off the ice jets so that both Batman and Robin can advance upstairs.



MR. FREEZE'S HOLD

Beat down the raging inmates in this icy room, and smash everything in sight for studs. Then climb the electrified piping with Batman

to reach an electric switch. Drain the power from the switch to deactivate the electricity and allow Robin to join you.



Reaching the far-right ledge causes a nearby trap door to open. Drop through to plop into a small room, then pull the switch you land near to raise a spinner in the main chamber.



Shove the spinner to deactivate the overhead freeze jets. This causes the ice wall you previously crossed to revert to a liquid state.



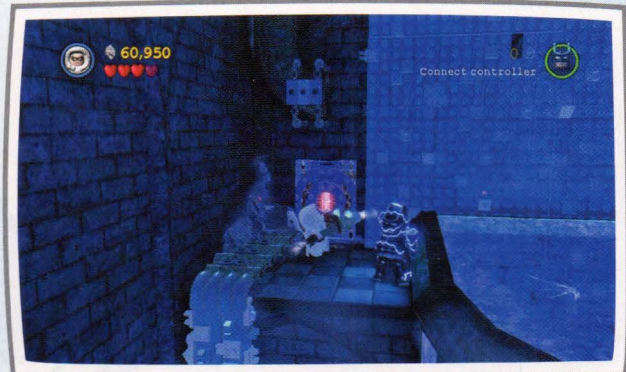
FREE PLAY

MINIKIT 6



Get the minikit in Mr. Freeze's cell by toggling to the Penguin during Free Play and sending a bomb into the

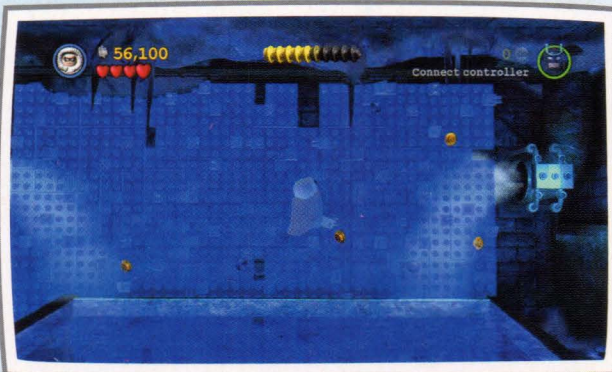
small igloo in the room's right foreground corner. The goon will hop through the igloo and emerge inside the cell, then explode, blasting an entrance for you!



With the ice jets disabled, Batman can now bypass the slippery frozen roof. Freeze the waterfall once more with Robin, then switch to the Dark Knight and climb across.



When you reach the far-right ledge, have Batman deactivate an electrical switch to open the doors of the background lift. The lift rises after both heroes have stepped aboard.



Switch to Robin, then climb along the icy wall to avoid the slippery roof of Mr. Freeze's cell below. Grab studs as you go, then jump to the right to land on the far ledge.

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OBJECTIVE 2: SEARCH FOR CLUES





You've done well to escape the basement; now you must begin your search for clues regarding the Joker's whereabouts! Use

the save station to record your progress, then have Robin don the nearby Acrobat Suit.



The nefarious Scarecrow flees into the background as the lift arrives. Uh-oh! Ignore the villain for the moment and run to the right. Activate the nearby electric switch with Batman to turn on the background monitors and cause a ball socket to rise.

Switch to Robin and press the Action button to curl into a ball. Roll onto the ball socket and, once you're locked in place, roll up, left, down, and left to maneuver a crate along a series of conveyor belts. Watch the central screen to track the crate's progress.



The crate soon rises in the room's center. Grapple its pull handle to open it and discover some bouncing bricks that form a suit signal for Batman.

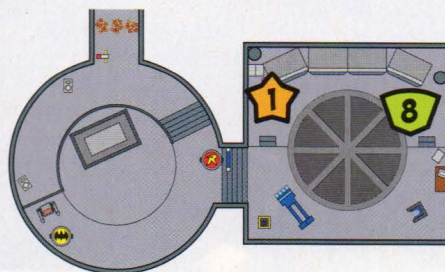
FREE PLAY

MINIKIT 7



Toggle to Aquaman during Free Play and spray water at the Joker graffiti on the left side of the large monitors. Keep spraying until the graffiti fades and vanishes. Find and cleanse a total of five similar patches of Joker/Riddler/Two-Face graffiti to earn a minikit! Check the map for their exact locations.

MINIKIT 8



Take control of Robin and flip along the series of overhead poles that stretch across the monitor chamber to reach a high, hovering minikit. [The first pole is near the Acrobat Suit signal.] Crafty!

SENSE FOR JUSTICE

Claim the Sensor Suit, then press the Action button to turn Batman invisible. Run upstairs and throw the switch beyond the security cameras to shut them off.



Now switch to Robin and change back into the Ice Suit. Use the ice cannon to douse the flames that the Scarecrow so kindly left behind. Good work—now hurry after that maniac!



Run along the walkway and grab some hidden studs to the left before going right to battle more crazed inmates. Keep going right to reach the next wide chamber.

BUILDING BRIDGES



Smash up some junk in this large room, then approach the background X-ray board with Batman.



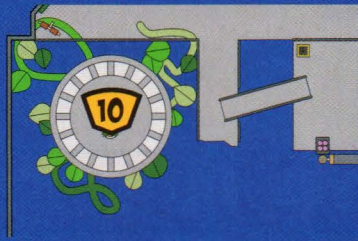
Use Batman's Sensor Suit to peer through the X-ray board and maneuver three circuits to complete a flow of green energy. This extends a bridge to the right.



Run into the foreground to find a ladder running down the side of the X-ray board platform. Climb down to reach a lower foreground ledge, then use Lex Luthor to Deconstruct a black door. Enter the cell beyond to locate a Power Suit signal and a minikit!

FREE PLAY

MINIKIT 10



You can explore this area much more easily in Free Play. Fly to the left background corner and land atop

Poison Ivy's spherical cell, then use Poison Ivy to travel through the vines on the roof. Snag the minikit that lies inside!



Cross the bridge and pummel more inmates. Freeze the waterfall with Robin so that you may reach a switch that extends another bridge.



Advance until the Scarecrow makes another appearance and sends more goons after you. Beat them down and then use Batman to gaze into the large X-ray wall to the left.

X-RAY PLAY

Look up and left to spy a hanging battery, then press the Attack button to make it drop onto the slope below. Manipulate the ramp's pistons to make the battery roll all the way down to a lift.



Raise the battery up the lift, then move two more pistons out of the way to allow it to roll down to the lower-right slot. [After retracting the second piston, use it to knock the battery forward.]

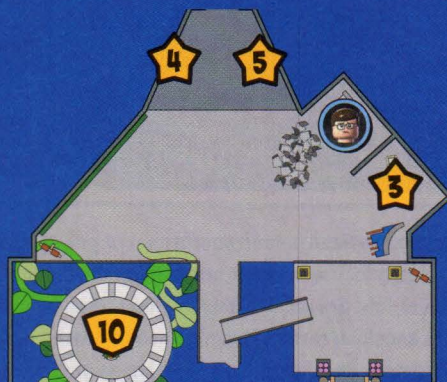


Once in place, the battery charges up a device that turns the room's background ramp into a set of climbable stairs. How convenient!



FREE PLAY

CITIZEN IN PERIL



Use the Penguin, or the Power Suit found near Minikit 9, to destroy the silver

bars of the prison cells opposite the giant X-ray wall. One of them contains a terrified Asylum worker in need of rescue!





Scale the stairs and dispense justice to more unruly inmates as you move down a long corridor. When you at last reach some gas-spouting hoses, have one hero hang from the left pole to make a switch emerge on the right. Pull the switch to deactivate the hoses and proceed.

OBJECTIVE 3: APPREHEND THE SCARECROW



At last, you've caught up to the Scarecrow. Time to take down this wicked trickster!



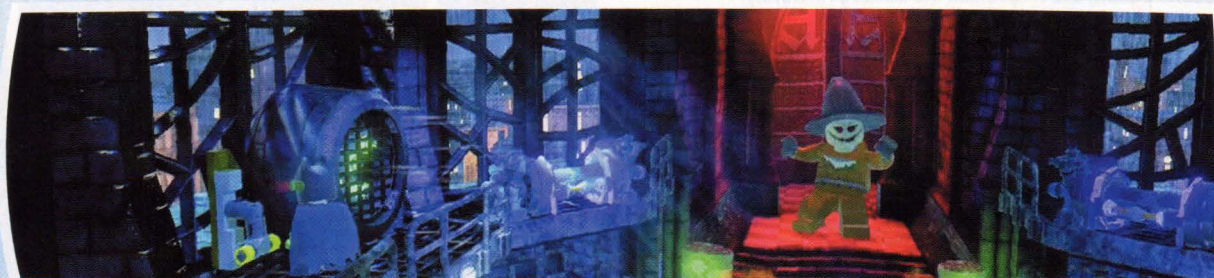
The Scarecrow flees behind another set of gas-spouting hoses. Ignore him for the moment and beat up the inmates who assault you until the Scarecrow joins the fight. Then beat up the Scarecrow to knock off three of his nine health hearts. Repeat this after the Scarecrow flees, defeating more goons until he returns, then attacking the Scarecrow again.



After Scarecrow is down to three hearts of health, he releases a final wave of inmates. After beating them down, you find building bricks on each side of the chamber. Build both sets to create a pair of valves, and give each valve a twist to cause cables to lower.



Have one hero hold onto a cable while the other turns the corresponding valve again. This hoists the hanging hero up to a higher balcony. Activate the two balcony switches to clear the room of Scarecrow's toxic nerve gas. Now you can finally beat the Scarecrow down to size!



LEVEL 5: CHEMICAL CRISIS

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION

THE STORY THUS FAR...

DURING THEIR SEARCH OF ARKHAM ASYLUM, THE DYNAMIC DUO DISCOVERED TRACE AMOUNTS OF RADIATION LEFT BEHIND BY LEX LUTHOR'S DIABOLICAL DECONSTRUCTOR. THIS CAN ONLY MEAN ONE THING: LUTHOR AND THE JOKER MUST BE WORKING TOGETHER! BEFORE BATMAN AND ROBIN CAN PONDER THEIR RELATIONSHIP, THEY'RE INFORMED OF A VIOLENT BREAK-IN AT THE ACE CHEMICALS FACTORY....

STORY CHARACTERS



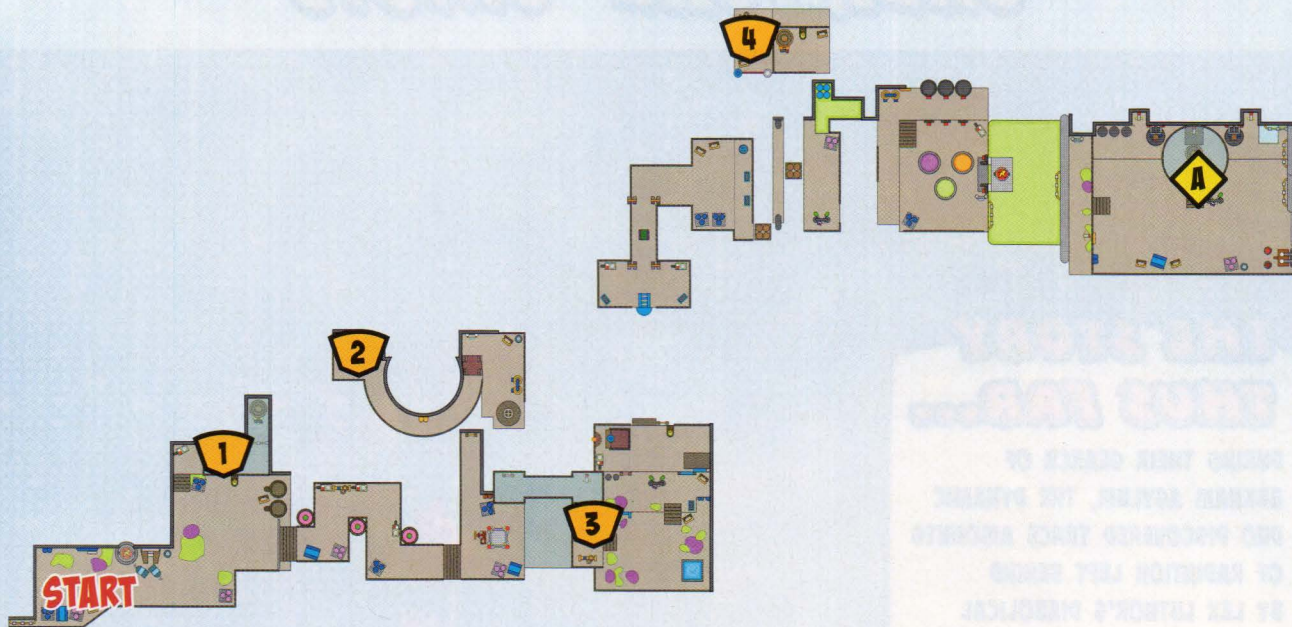
SUPER HERO STUD REQUIREMENT:

313,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Free Play	Fly up and with heat vision overheat and destroy the gold circular vent high in the background near the start.
2	2	Free Play	Fly up the tube in the wall near the second chemical station.
3	3	Free Play	After finding the Magnet Suit signal, Deconstruct the black LEGO to the left and build the bricks, then pull the orange handle.
4	4	Free Play	After the bridge explodes, fly into the background and pass over a Laser fence to claim a minikit.
5	1 to 5	Free Play	Find and open three Joker presents hidden throughout the second area. The first requires the laser.
6	6	Free Play	With heat vision, overheat and destroy the gold base of a tower, then build the Green Lantern bricks to recover a prize from the chemical vat.
7	1 to 5	Story	Use Superman's freeze breath to extinguish five LEGO fires around the third area.
8	8	Free Play	Use Cyborg to manipulate the magnetic object near the third area's starting point, then solve the floor maze puzzle.
9	9	Free Play	After shutting off the electrified area, use Poison Ivy to pass through the background vine patch.
10	1 to 5	Story	With heat vision, overheat and destroy five gold air conditioning units on the rooftop.
11		Free Play	Fly up to the balcony above the third area's X-ray wall, then use the Batsuit's sonar gun to shatter the glass and trigger all three switches simultaneously.

OBJECTIVE 1: OBTAIN THE FIVE CHEMICALS



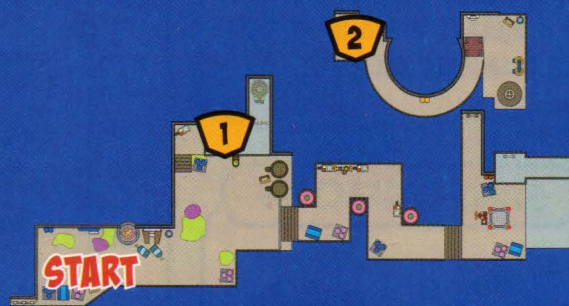
Ace Chemicals is a mess—the Joker seems to have trashed the place in search of ingredients. Our heroes must gather up the same chemicals to understand what Luthor and the Joker might be plotting. Smash the canisters near a guarded suit signal to obtain some bricks, then build the bricks into a switch.

CAUTION

Avoid the chemical puddles in this level—you quickly lose hearts when you stand in them!

FREE PLAY

MINIKIT 1



Fly high into the background with Superman and use heat vision to destroy the large gold vent. The vent is covering a minikit!



Pull the switch to gain access to the suit signal, then switch to Robin and don his Hazard Suit. Now the Boy Wonder won't suffer any harm when walking through chemical spills!



Mosey up the background stairs and dive into the large water tank. Pull the submerged switch to raise a nearby platform.



CAUTION

Standing in chemical spills causes Robin's tank to fill with toxic waste. Find a clean water source to fill his tank with water again.

TIP

Go all the way to the left and then leap over the foreground railing. Grab a low handhold and then shimmy to the left to claim a load of precious studs!



Jump onto the raised platform and interact with the chemical tank to collect the first of the five chemicals you must obtain. A large door then opens, sending in a flood of thugs.

THE SECOND CHEMICAL

Fight your way to the right, doing your best to avoid the projectiles that the goons on the upper walkway hurl down at you. Smash everything in sight for studs, then attack the four clamps of the curious mechanism you discover to change them all from red to green.



After turning all four clamps green, give the nearby valve a twist to discover a toxic waste-covered suit signal. Use Robin's water cannon to clear away the toxic waste so that Batman can slip into his Electricity Suit.



TIP

You can refill Robin's water tank by standing in the shallow water to the right.



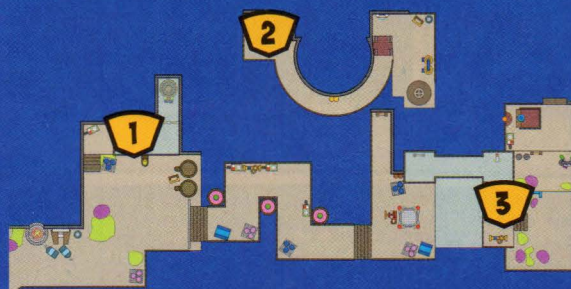
Climb the nearby electrified ladder, then drain the juice from the electric switch at the top so that Robin can join you.

Jump over the left railing and take your revenge on the goons that have been tossing objects at you this whole time. Keep going left to discover the second chemical station. Three more to go!



FREE PLAY

MINIKIT 2



Step inside the tube in the wall near the second chemical station and toggle to Superman. Fly up and claim the minikit above.



THE THIRD CHEMICAL



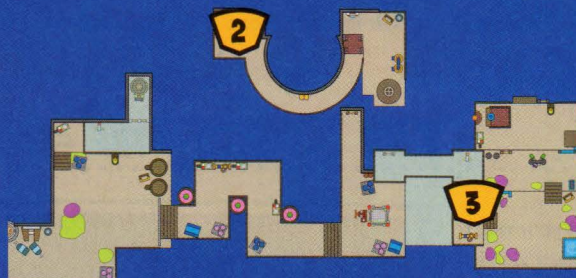
Switch to Robin, climb the ladder and then dive into the circular water tank. Go right and pull a switch to drain the water so that Batman can join you.



Descend the foreground stairs and use Robin's water cannon to clear away chemical spills for studs. You'll discover some bricks beneath one of the spills—build these into a suit signal for the Boy Wonder.

FREE PLAY

MINIKIT 3



After building the Magnet Suit signal for Robin, switch to Lex Luthor and Deconstruct the nearby black LEGO object to the left. Build a device out of the bouncing bricks that remain.



Stand near the device and pull its orange handle with a super-strength character to hoist up a minikit from the nearby pool. Nice haul!



Dress Robin in his flashy Magnet Suit, then use his magnet on two nearby objects to claim more studs. Go back upstairs and then climb the blue magnetic piping to reach a higher ledge. Batman can simply climb the nearby electrified ladder to join you.



Use Robin's magnet again to pull a heavy weight and discover an electric switch. Toggle to Batman and deposit the charge he's carrying into this switch to make the third chemical station rise from the floor.



THE FOURTH CHEMICAL

Obtaining the third chemical causes a background bridge to rise. Cross the bridge and use Robin's magnet to swing open a magnetic object and lower a ladder.



Climb to the platform above. Build the remains of the bridge that gets blown up so you may cross the toxic waste vat that follows.



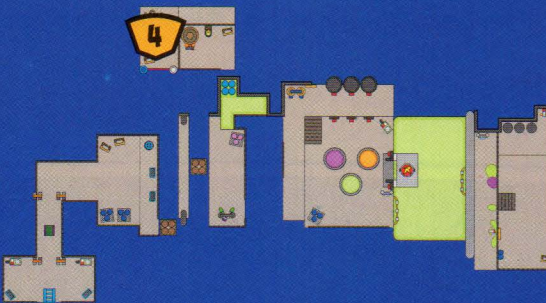
Carefully cross the conveyor belts to the right, using the passing chemical drums as platforms. Use Robin's magnet to pull a stack of blue drums out from a background nook, then jump up the drums to reach the ledge above.

TIP

Use Robin's magnet to pull apart more objects as you search around for studs. One of these objects, a blue valve, spawns a precious purple stud!

FREE PLAY

MINIKIT 4



Fly into the background and pass over a laser fence to claim the minikit beyond. You could also destroy the silver portion of the fence with explosive attacks, but flying is easier!



Hop up the blue chemical drums to reach the fourth chemical station. Collect your sample to move one step closer to uncovering the Joker's scheme!

THE FIFTH CHEMICAL

A new set of conveyor belts activates after you obtain the fourth chemical sample. Cross them by quickly hopping across the drums when they briefly pause near the foreground.



Have Batman drain the current from the electric switch beyond the conveyor belts. This will come in handy later!



Switch to Robin and strap on the nearby Hazard Suit. Stand in one of the three chemical vats to fill his tank with one of the colored

liquids, then hold the Attack button to aim and spray the substance into the matching colored hole in the background wall. Keep spraying the hole until the tube above is filled, then repeat this for the other two colors.

Filling all three tubes with chemicals purifies the pool to the right. Collect sunken studs with Robin, then cross the electrified wall beyond with Batman. Drain the power from the electric switch that follows so that Robin may join you.



Switch to Robin and clear off the toxic waste-covered switch beyond the electric switch. Defeat the goons that soon burst onto the scene with a

forklift, then hop up the background pipes to reach some electrified handholds.

Switch to Batman and jump up the handholds, claiming a hovering purple stud. Land on the fenced-in ledge in the background and pull a switch to open a steamy hatch. That's all you can do over here, so use the handholds to return to Robin.



Go left and knock down a ladder so you may climb up to the left ledge. Pull a switch here to open another hatch and vent more steam.



With both hatches open, the steam fully releases, and Robin is able to drop into the hatch and explore the central water vat. Swim up to a switch and pull it to drain the water.



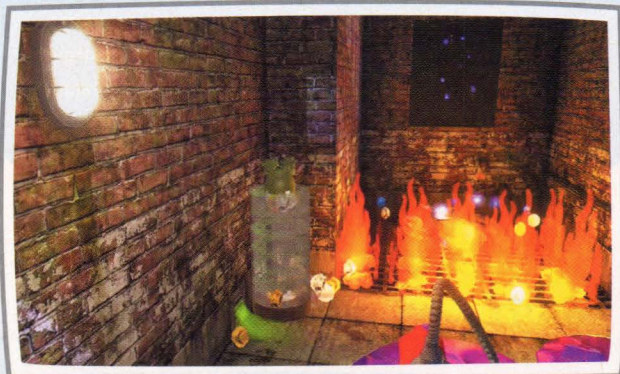
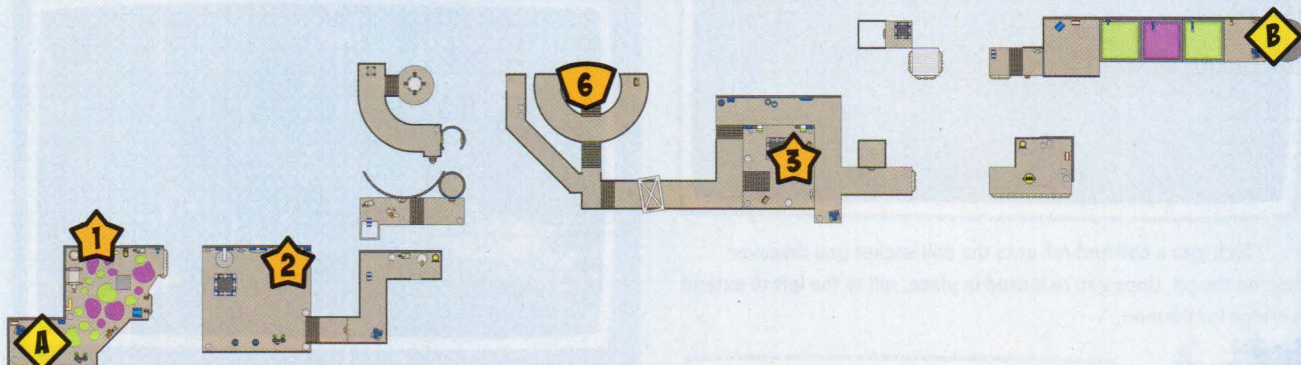
TIP

During Free Play, shatter the right ledge's glass panel with Black Canary or Man-Bat, then collect the purple stud below!



With the water drained, you have access to the fifth and final chemical station. Claim your sample to complete your first objective here at Ace Chemicals.

OBJECTIVE 2: ESCAPE!



Explosions begin to rock the factory—time to get out of here! Take control of Robin and smash the piping to the left of the surrounding chemical spills to obtain some bricks. Build these to get the water flowing into the nearby pool.



Hop into the pool to fill Robin's water tank, then douse the background flames to discover more bouncing bricks. Build these into a different suit signal for Robin.

TIP

Carefully drop from the right edge of the area to grab lower handholds and collect hidden studs!

FREE PLAY

MINIKIT 5: PART 1



After dousing the background flames, use Lex's

Deconstructor on the black panel to make a giant present box fall out from the wall. Smash the box to open the present and see what the Joker has left you. Find and open two more of these oversized present boxes to earn a minikit!

Slip into Robin's Acrobat Suit, then toss his pole at the nearby pole slot. Flip across the poles that follow to cross a wide pit.





Tuck into a ball and roll onto the ball socket you discover beyond the pit. Once you're locked in place, roll to the left to extend a bridge for Batman.

Notice three electric switches along the background wall. Toggle to Batman and drain the charge from the active electric switch, then deposit the charge into the central switch. Build the bricks that spill out from the wall hatch to form a Power Suit signal.

**FREE PLAY****MINIKIT 5: PART 2**

Ignore the Power Suit signal for the moment and drain the charge from the central electric switch. Deposit the charge into the far-right electric switch to make a giant present box tumble out of the right wall hatch. Attack the box to destroy it and reveal a giant set of wind-up teeth. One more present box to find!

POWER AND AGILITY

Equip the Power Suit and pull the glowing orange handle you discover across the bridge to the right to tear down a metal screen and open the way forward



Now use the Power Suit's homing missiles to destroy the silver objects beyond the bridge. One of these will expose a colorful pole that only Robin can climb with the use of his Acrobat Suit. Switch to Robin and climb up.

Build the bouncing bricks you discover on the walkway above the pole to form a grapple handle for Batman. Now the Caped Crusader can join his comrade.





Switch to Batman and climb the ladder that Robin knocked down. Destroy the silver objects up here to topple a tower that creates a makeshift bridge to the right.



Toggle to Batman and use his Power Suit's mighty strength to pull another glowing orange handle to the right. This removes an obstacle and allows Robin to jump up the checkered walls beyond. Simply jump back and forth between the checkered walls to reach an even higher walkway—and snatch a valuable purple stud!



Once you reach the high walkway, knock down a ladder for Batman. It's only polite!

FREE PLAY

MINIKIT 6




Use Superman to fly to the next tower to the right, which features a gold base. Overheat and destroy this with heat vision to topple the tower, then switch to Green Lantern and build the green LEGO bricks in the vat of chemicals. Out pops a minikit!



MONITORED PROGRESS



Cross the toppled tower and obliterate a large silver crate that crashes down to block you. Descend the stairs beyond that point and smash the computer equipment near the large background monitor to obtain some bricks. Build these into a ball socket for Robin.



Roll onto the ball socket, then start rolling to maneuver the mouse pointer on the large monitor screen. Point at the two images of valves and press the Attack button to "click" on each image. This shuts off the freeze jets on the walkway above.



Switch to Batman, go upstairs, and cross the upper walkway. Pull the glowing orange handle you discover to gain access to another pair of checkered walls. Toggle to Robin and jump your way to the top.



Robin discovers a ball socket above the checkered walls. Use this device to lower a platform for Batman, so that the Dark Knight can leap across the wide pit to the right. Robin can use this platform to cross the pit as well, but it's better to use his Acrobat Pole and flip along the overhead girder, because you'll collect lots of studs!

TIP

Make sure one of our heroes collects the purple stud that hovers above the pit!



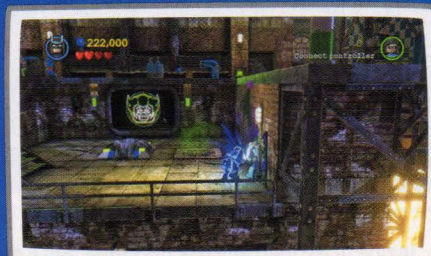
Once Batman has crossed the pit, obtain his Electricity Suit and use the overhead grapple handle to reach the walkway above. Drain the current from the nearby electric switch to open an electric fence.

FREE PLAY

MINIKIT 5: PART 3



After opening the electric fence, backtrack to the area with the large monitor. Deposit the charge that Batman is carrying into the electric switch found in the foreground corner to make a new image pop up on the monitor.



Switch to Robin and use the ball socket again to "click" the new image that has appeared on the monitor.



This opens a hatch to the right, causing a large present box to pop out. Open this final present to claim your minikit, then reclaim your charge from the electric switch—you'll soon need it!

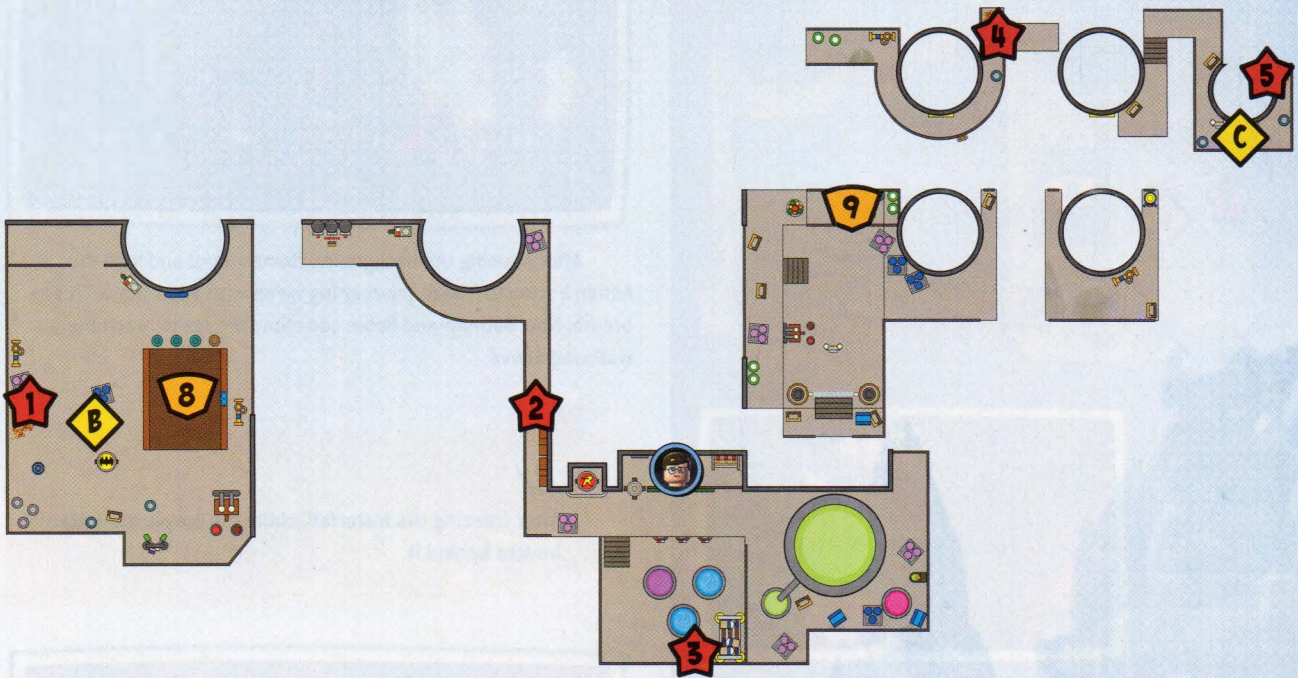
Use Robin's Acrobat Pole to flip past the trio of deadly chemical vats beyond the electrified fence. Pull the switch you land near to seal the vats so that Batman can safely hop across them.



Deposit Batman's electrical charge into the electric switch beyond the sealed vats. This moves a large crate close by. Stand on the lid of the nearby steamy vat and wait for the pressure to build, then jump onto the crate when the lid lifts.



OBJECTIVE 3: ESCAPE WITH HELP!



CHECKLISTS

LEGO GOTHAM CITY

GOOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION



Things looked grim for the Dynamic Duo, but the timely arrival of the Last Son of Krypton has saved our heroes from a fiery fate!



Take control of Superman and enjoy the freedom of flight as you explore this new section of the factory. Soar up to the background walkway and land near a glowing orange handle, then pull it to release a torrent of water that douses the fire below.

TIP

Fly way up high to discover hovering clusters of studs!

MINIKIT 7



Use Superman's freeze breath to extinguish five small LEGO fires around the factory, and you'll receive a minikit in reward. You must land and hold the Action button to use freeze breath. Check the map to see where these five LEGO fires are found!

FREE PLAY

MINIKIT 8



Use Cyborg to manipulate the magnetic object near this area's starting point. This exposes a simple maze game in the floor.



Rebuild the nearby broken valve, then jump atop the four colored valves to activate the matching colored fans inside the floor maze. Use the fans to blow the ball through the maze, working it toward the hole in the center.



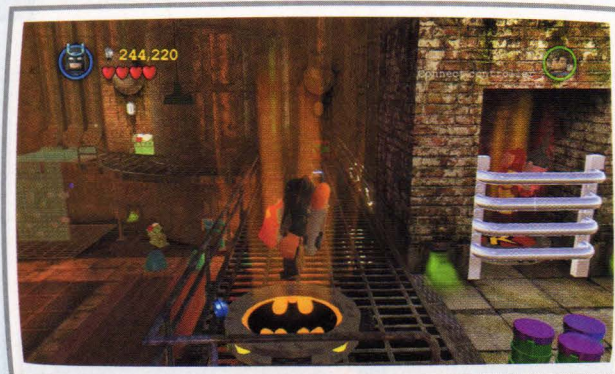
Once the ball sits at the central hole, hop on the yellow valve to blow it up and out of the maze. Now smash the ball to grab the minikit that's hidden within!



After dousing the background flames, land and hold the Action button to freeze the rushing water with Superman's freeze breath. Now Batman and Robin can climb the ice to reach the walkway above.

TIP

After freezing the waterfall, claim the purple stud that hovers behind it.



Destroy the glowing shelves along the walkway to obtain some bricks, then build these into a Power Suit signal for Batman.

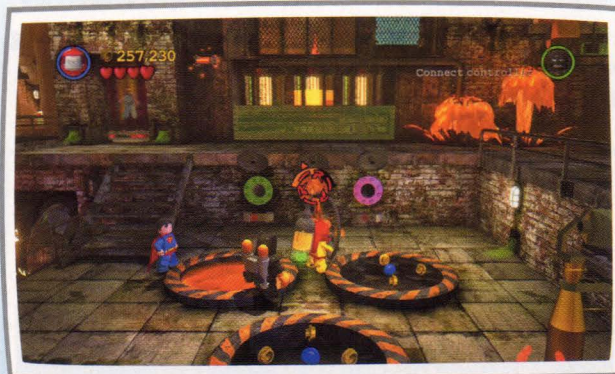


Switch to the Caped Crusader and don the Power Suit, then use its missiles to destroy the silver bars to the right and expose a Hazard Suit signal for Robin.



Switch back to Superman and stand near the X-ray wall to the right. Peer through the wall with Superman's X-ray vision and turn three valves to open the tubes in the wall beyond.

TUBE TEST



Take control of Robin and equip the Hazard Suit. Run downstairs and fill his tank with the orange chemical, then spray the orange hole on the background wall. Keep spraying to fill the tube on the background wall with orange liquid.

Go back upstairs and locate a pool of green liquid to the right. Fill Robin's tank with this substance, then backtrack downstairs again

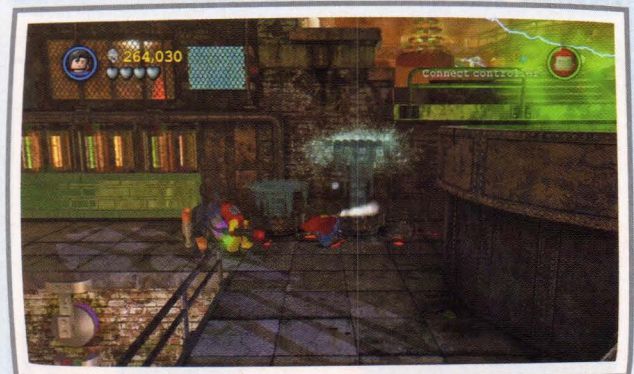
and spray the green hole until the background tube fills with green liquid. Repeat this with the purple liquid, which is also found to the right, to fill the last tube.



FREE PLAY

CITIZEN IN PERIL

Fly up to the balcony above the X-ray wall and change into the Batsuit, which only appears during Free Play mode. Shatter the nearby glass, then use a Batarang to quickly trigger all three switches beyond the glass simultaneously. It's the only way to rescue this stage's imperiled citizen!



Once all three tubes have been filled with colored chemicals, the dangerous nearby orange toxic waste spouts change to harmless water. Freeze both spouts with Superman's freeze breath to create platforms for the Dynamic Duo to jump up.

But wait! Before jumping up the frozen water spouts, take control of Batman and backtrack a bit to reclaim his Electricity Suit.

Now hop up the icy spouts to reach an electrified area. Drain the charge from the central switch to shut off the dangerous current.



FREE PLAY

MINIKIT 9



After shutting off the electricity, run into the background and use Poison Ivy to travel through a patch of vines. You reach a nearby fenced-off area—grab the minikit that sits here!



Fly to the right and locate another large vat with a gold panel. Cut out another circular hole with Superman's heat vision to cause a waterfall to pour forth.



Land and use Superman's freeze breath to freeze the rushing waterfall. Now Batman and Robin can climb up to the walkway above!



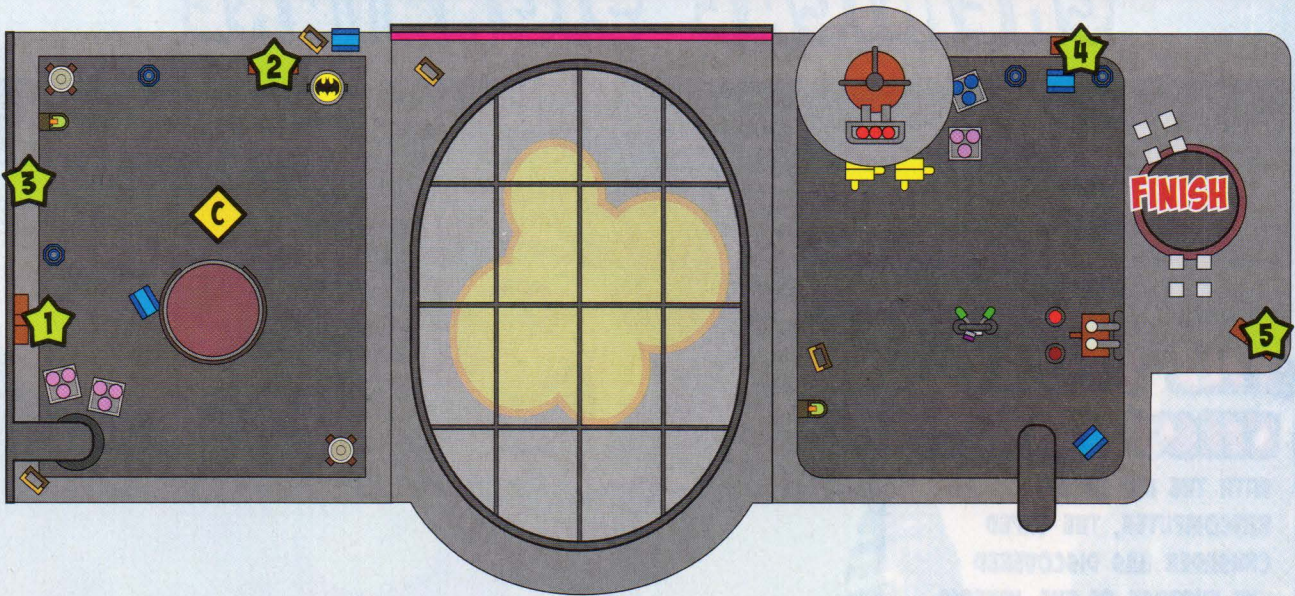
With the electricity gone, switch to Superman and fly up to a high walkway. Stand before the gold panel on the large background vat and hold the Attack button to fire Superman's heat vision at it. Trace along the gold panel's dotted line to cut out a circular hole.

Water gushes out of the vat after you carve a hole in the gold panel, dousing the flames on the walkway below. Now the Dynamic Duo can reach a grapple handle and join Superman on the upper walkway!



Switch to Batman and deposit the charge he's been carrying into the electric switch at the walkway's end. This opens the door to the nearby lift—all aboard to visit the final area!

OBJECTIVE 4: PUT OUT THE FIRE



You've escaped the factory's interior, but no hero could leave a burning building without dousing the flames. Toggle to Superman and fly to the right, then use heat vision to destroy the two golden crates found beneath an elevated electric switch. Build the bricks that spill out to form a ladder.

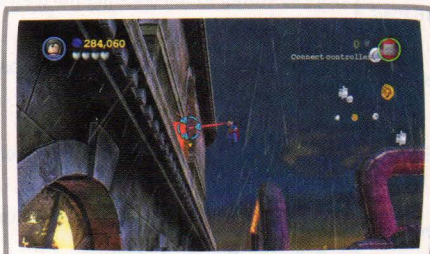


TIP

Fly way up high with Superman to find hidden studs, including a purple one!

MINIKIT 10

Use Superman's heat vision to destroy five golden air conditioning units around the rooftop. Some of these are found way up high, so look around thoroughly! Check the map for the locations of each one.



Toggle to Batman and make your way across the electrified remnants of the fallen Ace Chemicals sign. Climb the ladder that Superman built and drain the charge from the electric switch. This clears the current from a suit signal to the left.



Backtrack to the left and equip the Power Suit. Then cross back over to the right and spy two silver supports under a huge vat on the roof's far-right side. Destroy these with homing missiles to bathe the burning factory in cool water. This final act of heroism brings your mission to a close!

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION

LEVEL 6: CHEMICAL SIGNATURE

THE STORY THUS FAR...

WITH THE AID OF HIS BATCOMPUTER, THE CAPED CRUSADER HAS DISCOVERED THE PURPOSE OF THE JOKER'S THIEVERY AT ACE CHEMICALS. THE STOLEN COMPONENTS COULD ONLY BE USED TO CREATE AN APPROXIMATION OF KRYPTONITE - THE LONE SUBSTANCE IN EXISTENCE KNOWN TO HARM SUPERMAN! KRYPTONITE IS EXTREMELY RARE, MAKING IT EASY TO TRACE. IT'S NOT LONG BEFORE THE DYNAMIC DUO DISCOVER A LOCAL SOURCE OF THE SUBSTANCE - IT'S ON THE MOVE THROUGH GOTHAM CITY'S STREETS!

STORY CHARACTERS

BATMAN



ROBIN



SUPER HERO STUD REQUIREMENT:

90,000



STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	—	Story	Shoot and destroy three yellow cabs parked along the road as you race after Lex's truck.
2	—	Story	Blast a large white billboard as you pursue Lex's truck.
3	—	Story	Shoot down a large overhead billboard as you chase Lex's truck.
4	4	Free Play	Use heat vision to destroy the gold "L" on the first compartment's left side.
5	5	Story	On the far right side of the truck's first compartment. Use Robin's magnet to slide it along the floor and up through the hole.
6	6	Free Play	Use Poison Ivy to pass through the flower bed on the far right side of the truck's second compartment.
7	7	Free Play	Use Lex Luthor to Deconstruct the door on the truck's rear bumper (jump there from the roof).
8	8	Free Play	Use heat vision to destroy the gold panel on the front of the truck.
9	9	Story	Drop from the hand holds on the front of the truck.
10	10	Free Play	In the final compartment, above the truck's engine core (fly up through the roof).
11		Story	On the truck's rear bumper (after boarding Lex's truck).

OBJECTIVE 1: BOARD LEX LUTHOR'S TRUCK



This mission begins with a high-speed chase through the seedy streets of Gotham. Open fire on Lex Luthor's giant, high-tech vehicle and blast each weapon turret that pops out. Shoot down the missiles as well to avoid taking damage.

TIP

Blast cars and other objects as you zip through the city to score plenty of studs!

MINIKIT 1



Shoot and destroy three yellow cabs as you pursue Lex's truck, and you'll receive a minikit prize. The cabs appear on alternating sides of the street as you race around, and you can keep trying to blast them by simply looping around the city over and over. Fare enough!

MINIKIT 2



Shoot down a white billboard as you speed around the streets to score a minikit. Again, you can just keep looping around the city until you blast this board.

MINIKIT 3

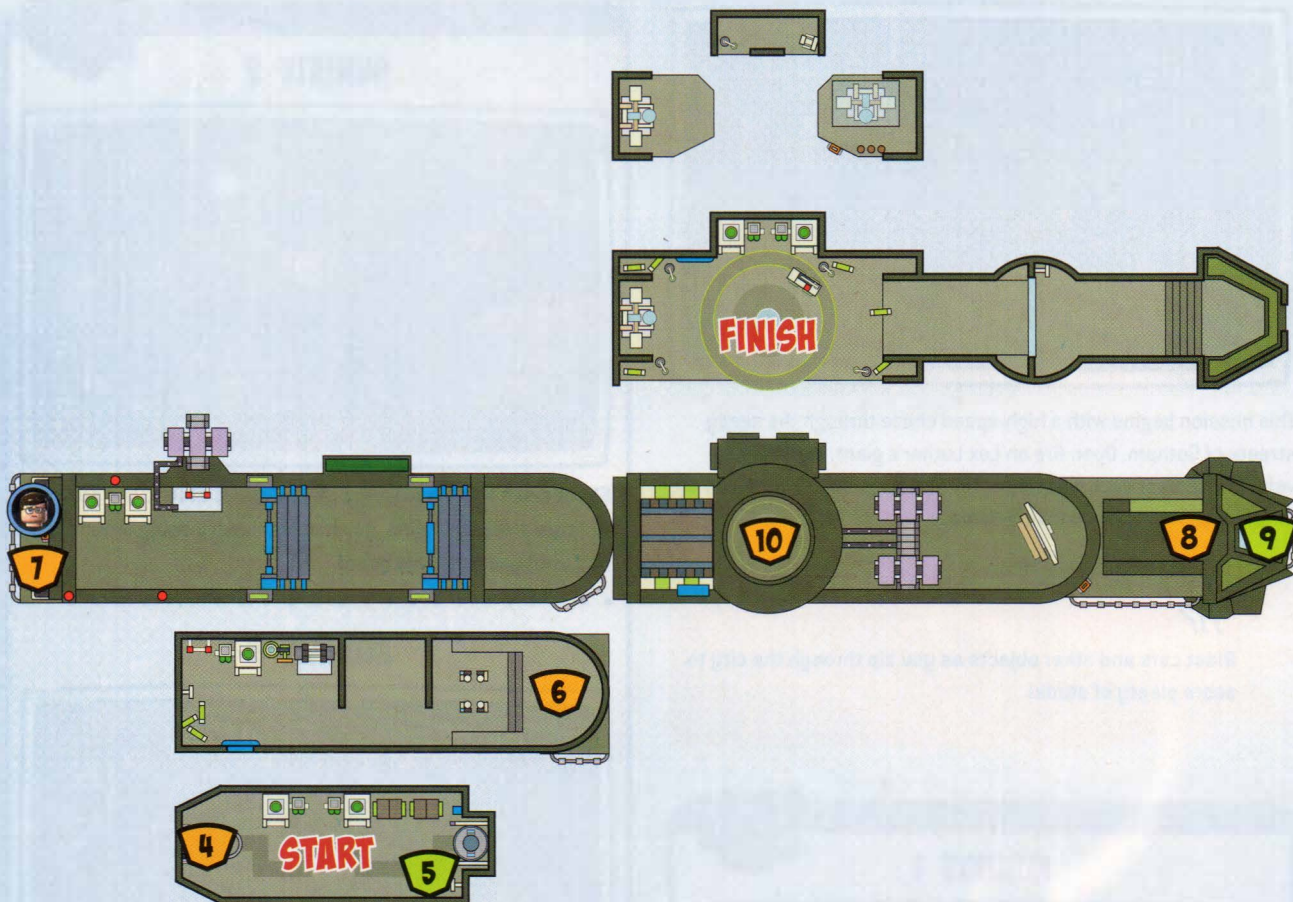


Destroy another large overhead billboard as you race around the city to claim another minikit. There's profit in property damage!



Just keep firing and destroy all of the truck's weapon systems to clear the way for Batman and Robin to board the speeding vehicle.

OBJECTIVE 2: INFILTRATE THE TRUCK



Beat down the enemy thugs and patrol robots in the truck's first compartment. Smash the glowing background crates afterward to obtain bricks that form a suit signal for Robin.

TIP

Destroy the green pipes near the LexBot spawning stations to disable them and stop the LexBots from spawning!

FREE PLAY

MINIKIT 4



Use Superman's heat vision to destroy the gold "L" on the left side of the truck's first compartment.

There's a minikit hidden behind it!



MINIKIT 5



After manipulating the power core through the floor, use Robin's magnet a second time to pull a minikit along the floor and up through the hole as well. Minikits are magnetic!



Switch to Robin and don the Magnet Suit. Use the magnet to open the nearby machinery and cause a power core to drop.



Continue to use the magnet to move the power core over to the left. Maneuver the core into a hole, and a mechanical arm will grab it and install it in the nearby wall. This causes a series of magnetic blue pipes to appear on the wall and ceiling.

THE SECOND COMPARTMENT



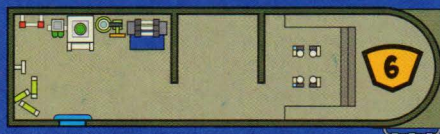
As Robin, walk up the magnetic pipes to reach the truck's second compartment. Turn a valve up here to lower a ladder so that Batman can join you.



Go right and use the magnet to pull open an overhead panel. Smash the crates that fall down to obtain more bricks. Build these into a suit signal for Batman.

FREE PLAY

MINIKIT 6



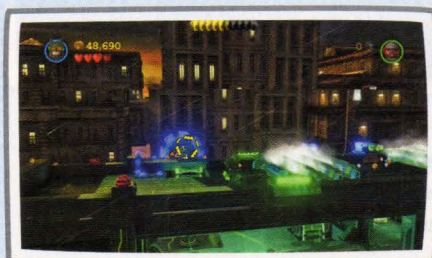
Run all the way to the right and use Poison Ivy to travel through the far flower bed. You

arrive in a room filled with some rockin' LexBots—wipe them all out to receive a minikit reward!



Switch to Batman and slip into the Sensor Suit. Become invisible to bypass the security camera to the left, then climb up the ladder to reach the truck's roof.

ROOFTOP RUCKUS

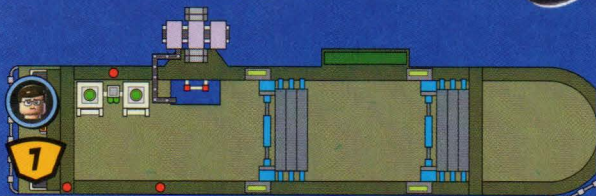


Take aim and toss a Batarang at the blue power generator on the truck's roof, which is supplying energy to the security camera in the

compartment below. This disables the camera so that Robin can climb to the roof as well.

FREE PLAY

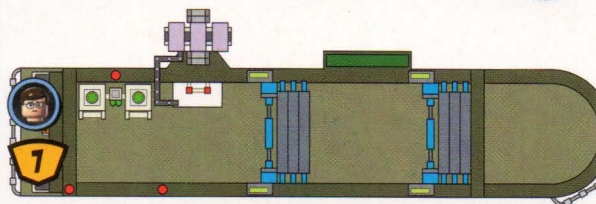
MINIKIT 7



Leap over the left side of the truck's roof to reach its rear bumper. Deconstruct the black door here with Lex Luthor and snag yourself a minikit!



CITIZEN IN PERIL



Two LexBots are intimidating a helpless citizen on the truck's rear bumper, right near

Minikit 7. Dispatch these bothersome automatons to rescue this stage's imperiled citizen!

Take control of Robin and use his magnet to pull a rooftop obstacle out of your way. Switch back to Batman afterward and destroy two clamps to raise an X-ray panel.





Peer through the X-ray panel and turn two valves to make the teeth of the various gears line up. Turn the far left valve to spin all of the gears afterward. This removes another obstacle to the right.



Equip the Batsuit and continue moving to the right. Switch to Robin and use his magnet to slide a metal object, which causes a ramp to rise from the roof.



As you pass the second obstacle, two enemies fly up on jet packs and begin launching bombs at you. Quickly target them with the Batarang to knock both enemies from the sky, then stack the bouncing remnants of their jet packs to build a suit signal for Batman.

Toggle back to Batman and quickly jump from the end of the ramp. Hold the Jump button to extend the Batsuit's wings and clear the dangerous patch of electricity ahead.



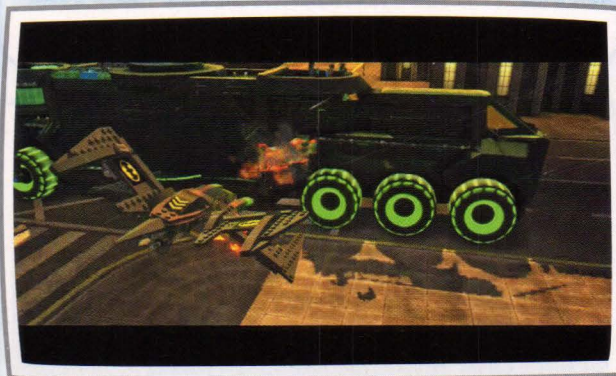
TIP

There's no need to steer Batman through the air while he's gliding—in fact, doing so may cause you to fall off the edge of the truck! Once his wings are unfurled, simply hold the Jump button to sustain his glide.

A CALL FOR SUPPORT



Destroy the giant generator found beyond the electricity. Use the Batsuit's sonar gun to shatter the glass beyond the generator, then have Robin pull down a magnetic object to obtain some bouncing LEGO pieces. Build these into a switch, then activate it to send out a signal to the Batcave.



Within moments, Batman's awesome aircraft, the Batwing, flies past on autopilot. The Batwing bombards Luthor's racing truck, exposing its front compartments. Awesome!

CHECKLISTS

LEGO GOTHAM CITY

GOOTHAM CITY

WALKTHROUGH

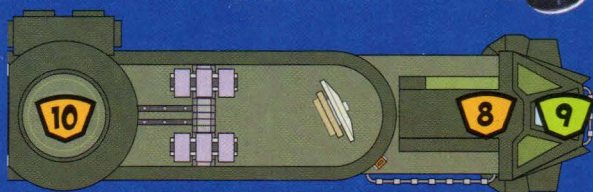
SUPER HERO TRAINING

CHARACTERS AND VEHICLES

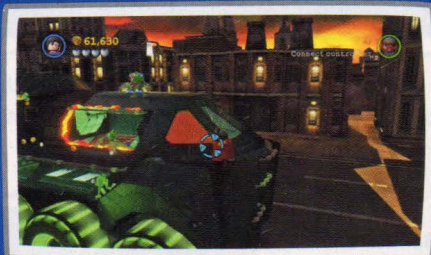
INTRODUCTION

FREE PLAY

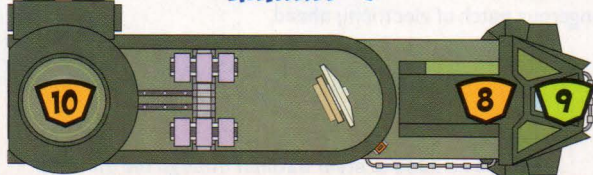
MINIKIT 8



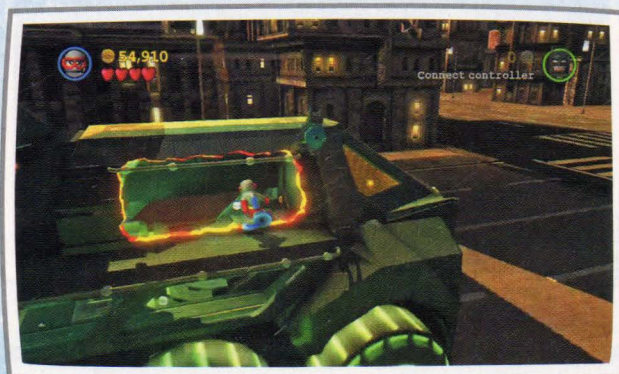
After calling for the Batwing, run to the right and use heat vision to destroy a gold panel on the front of the train. Now you can claim the minikit inside the truck's front compartment!



MINIKIT 9



Carefully drop off the front end of the truck and grab a handhold. Drop down the handholds below to claim a risky minikit!



Drop into the truck's front compartment and head downstairs. Switch to Robin and use his magnet to unlock a large door that blocks your progress.

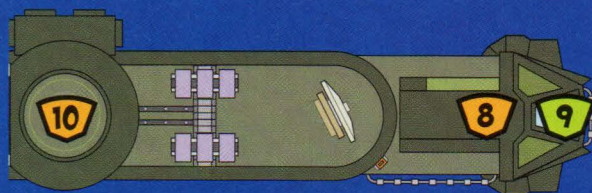
TRUCK STOP

At last, you've reached the truck's engine room. A massive, glowing core is powering the truck and must be disabled. Pull the switch on the left to reveal a generator, then destroy it to begin this process.



FREE PLAY

MINIKIT 10



Snag this stage's final minikit during Free Play by flying up through the hole in the roof above the power core. Nab the minikit in the glass bubble here, which you likely noticed earlier when crossing the truck's roof.



Grapple one of the remaining handles of the circling power node near the ceiling, then ride around the room and jump over to the room's right balcony. Use the sonar gun to shatter the glass up here to expose a switch, then pull it to reveal the second generator, and destroy it as well.



Now have Robin walk up the magnetic track along the left wall to reach the left balcony. Use his magnet to reveal the final generator, and destroy this final object to bring the mission to a close.



LEVEL 7: UNWELCOME GUESTS

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION

THE STORY THUS FAR...

THE DYNAMIC DUO HAS SUCCEEDED IN CLAIMING A SAMPLE OF THE JOKER'S COOKED-UP KRYPTONITE, BUT LAB TESTS BACK AT THE BATCAVE REVEAL THAT THE SUBSTANCE IS FLAWED AND POSES NO THREAT TO NATIVES OF KRYPTON. BEFORE THEY CAN REASON OUT WHY THE JOKER WOULD WANT TO CHEF UP SUCH A WORTHLESS CRYSTAL, AN ALARM SOUNDS - THE JOKER AND LEX LUTHOR HAVE TRACKED THE FALSE KRYPTONITE AND DISCOVERED THE BATCAVE!

STORY CHARACTERS



SUPER HERO STUD REQUIREMENT:

85,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	—	Story	Shoot down three crates tied to balloons. One drifts by each time you jump into a vehicle and take aim at Lex and the Joker.
2	2	Free Play	Deconstruct the Bat Computer with Lex Luthor.
3	5	Free Play	Use heat vision to destroy the gold plate left behind after the Acrobat Suit signal shatters.
4	4	Free Play	Blow out the LEGO fires on the foreground bat symbol.
5	5	Free Play	Above the Batwing (fly up to reach it).
6	1 to 3	Story	Locate and destroy three large Joker signs during the escape.
7	7	Free Play	Deconstruct the door of the office to the left of the dinosaur exhibit, then shatter the glass inside.
8	8	Story	Destroy the gold rocky wall on the right foreground ledge where you build the zipline.
9	9	Story	Destroy the gold egg beneath the dinosaur. Do this after you rotate the dinosaur using Robin.
10	10	Free Play	Destroy the boulders to the right of the silver rocks above the dinosaur to expose a Riddler box.
11		Story	Surrounded by fire near the dinosaur exhibit (extinguish the flames).

OBJECTIVE 1: DEFEAT LEX AND THE JOKER



There's no time to lose! Run toward the background and pummel the thugs that are attacking the Batbike. Pilot the Batbike, then use its weapons to blast Lex and the Joker, knocking off one of their combined four health hearts.



MINIKIT 1

Before shooting at Luthor and the Joker, fire on the floating crate that's tied to a balloon that drifts into



view near the villains. Keep an eye out for more floating crates whenever you have a chance to damage the dastardly duo, and shoot down three crates in total to score a minikit!

FREE PLAY

MINIKIT 2



During Free Play, switch to Lex Luthor and



turn his Deconstructor loose against the Batcave's central Batcomputer. Rip the Bat Computer apart to discover a minikit!



Lex wastes little time in retaliating and quickly destroys the Batbike with his powerful Deconstructor. Quickly build the bricks that remain to form a suit signal, then don the Electricity Suit.



Run toward the foreground and turn left. Debris falls from the ceiling and smashes part of the walkway, exposing an electrical current. Cross the electricity with Batman and use the electric switch to discharge the current so that Robin can cross as well.

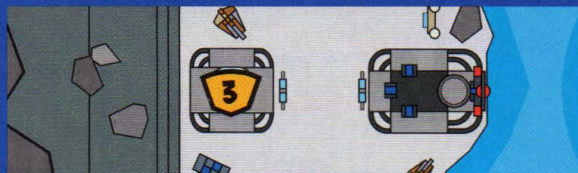
Run left and deposit the charge that Batman is carrying into another electric switch on this side of the batcave. This activates another suit signal; climb into the Batsuit.



Next, use the Batsuit's sonar gun to shatter the nearby glass case and expose a suit signal for Robin. Switch to the Boy Wonder and don his Acrobat Suit.

FREE PLAY

MINIKIT 3



The Acrobat Suit signal shatters after Robin claims the outfit. Toggle to a character with heat vision and destroy the gold plate that's left behind to uncover a hidden minikit!



MINIKIT 4



After crossing the electrified bridge, toggle to Superman and blow out the foreground fires near a bat-symbol. A minikit then materializes!



Run left and spy some bouncing LEGO pieces. Build these into a pole slot, then hurl Robin's Acrobat Pole at it. Double jump and grab the pole, then flip onto the nearby platform, where the Batwing is docked.



Climb into the batwing and fire on Lex and the Joker to knock off another of their combined hearts. Two more to go!

TIP

If you're after minikits, remember to shoot the floating crate before harming Lex and the Joker.

FREE PLAY

MINIKIT 5



Fly up high to discover a minikit that's perched above the Batwing.

PLAYING WITH POWER



Again, Luthor is quick to fire his Deconstructor and shatter the batwing—and once again, the remaining bricks can be built into a suit signal. Build the signal, then destroy a nearby crate to obtain more bricks that can be built to form a handhold. This allows Batman to cross over the pit and don his Power Suit.



Backtrack to the center of the Batcave, then take the right walkway to reach an odd device, destroying the silver debris that falls in your way. Jump onto one of the device's two buttons and wait for your partner to jump onto the other. When both buttons are depressed, the Batboat rises from the nearby water.

CAUTION

Don't approach Luthor and the Joker, or you'll be quickly Deconstructed!



Hop aboard the Batboat and turn its weaponry loose on your adversaries. This third attack is enough to entice the Joker to turn up the heat, and our heroes are forced to flee the scene.



CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

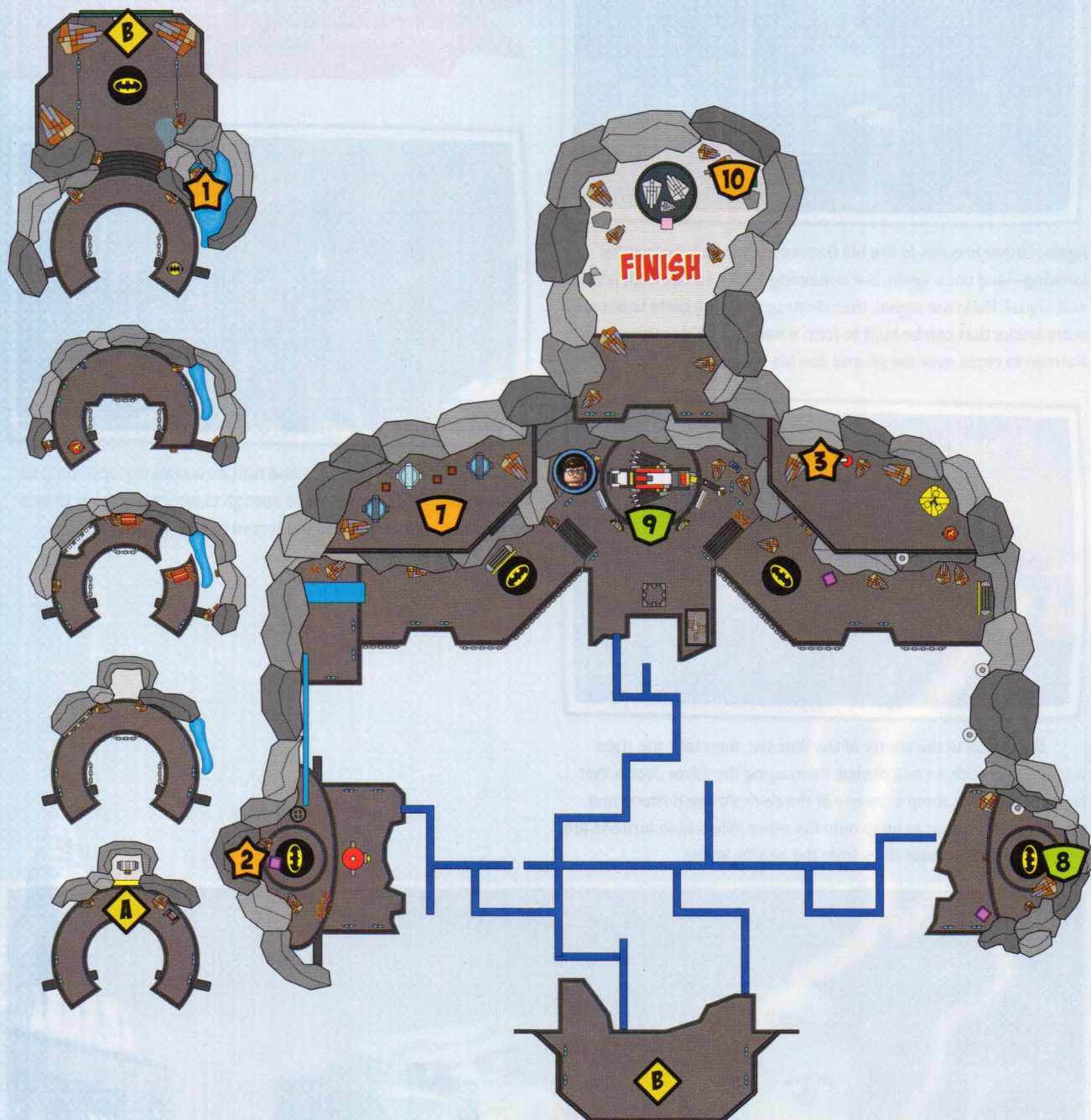
WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION

OBJECTIVE 2: ESCAPE THE BATCAVE





Lex and the Joker have succeeded in stealing Batman's secret stash of Kryptonite, but Superman has arrived just in time to help the Dynamic Duo escape the Batcave before the whole place blows. Take control of the Man of Steel and use his heat vision to cut a rectangular pattern in the gold background wall. This allows the Dynamic Duo to access a grapple handle that hoists them up to the floor above.

Claim studs from the second floor, then fly up to the third floor. [Batman and Robin can simply climb the left wall to reach the third floor.] Land and use freeze breath to extinguish the flames near a small crate, then destroy the crate to obtain some bricks that form a handhold.



Fly to the right and extinguish more flames around another crate. Again, break the crate to obtain bricks that form a second handhold. Now Batman and Robin can cross the two handholds to reach the right ledge, where overhead grapple handles allow them to reach the fourth floor.

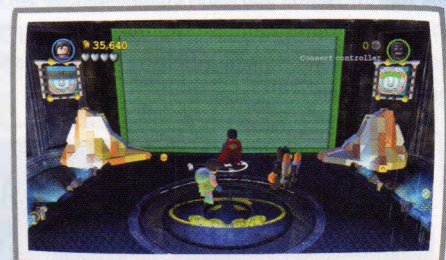


Have Robin toss his acrobat pole into the slot on the wall, then flip up the seires of poles to cause a rock slide when you reach the top one.



The rock slide caused by Robin exposes a waterfall. Switch back to Superman and use his freeze breath to freeze the waterfall so that the Dynamic Duo can climb up to the fifth floor.

Take control of Batman and use his Power Suit's missiles to destroy the silver wheel on the background wall. Use the suit's missiles to destroy the silver wheel on the background wall. The wall then retracts, revealing an X-ray wall.



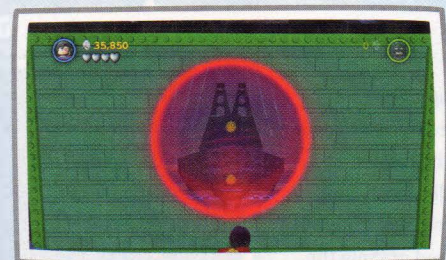
MINIKIT 6

Use Superman's heat vision to destroy the large Joker board in the foreground on the fifth floor.

Find and destroy two more of these boards in the Batcave to receive a minikit! The other two boards are found in the area beyond the X-ray wall; check the map to see where they are.



Switch back to Superman and stand before the X-ray wall. Peer through using X-ray vision and press the Attack Button to move the three panels to the center. This causes the wall to lower, revealing a large chamber.



WATCH YOUR STEP



Beware: much of the floor has collapsed in this final area, and the narrow beams you must cross may give out unexpectedly! Of course, this isn't an issue for Superman. Fly to the left and defeat some thugs, then extinguish the flames above the nearby grapple handle.



Switch to Robin and don the Magnet Suit from the nearby suit signal. Climb the grapple handle and walk across the magnetic blue piping on the wall to reach the background area, where a giant robotic dinosaur stands.

TIP

Have Batman destroy the silver rock above the grapple handle to expose another Joker board that helps you obtain Minikit 6.

Smash up plenty of equipment around the robotic dinosaur, then mosey to the right and grapple the pull handle on the overhead ladder to pull it down. Climb up and enter the small control room above.



CITIZEN IN PERIL



A hapless citizen is surrounded by fire near the dinosaur robot.

Extinguish the flames with freeze breath to save the poor fellow!



FREE PLAY

MINIKIT 7



Use Lex Luthor's Deconstructor to rip open the door of the control room to the left of the dinosaur, then fly into the room. Change to Black Canary or Man-Bat and shatter the glass case within the room to claim a minikit!

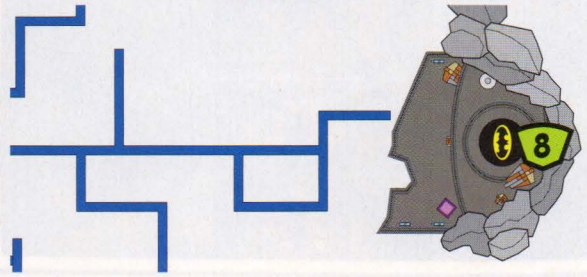
Switch to Superman and join Robin in the control room. Overheat and destroy the golden generator with heat vision to create a chain reaction that blows up several transistors, causing bricks to fall on the cavern's right ledge.



Leave Robin alone for the moment and switch to Batman. Carefully cross the narrow floor beams to reach the cavern's right ledge, where those bouncing bricks can be built into a zipline. Slide over to join Robin near the robotic dinosaur.



MINIKIT 8



As Superman, fly over to the cavern's right ledge and use heat vision to destroy a gold section of wall. You'll find a minikit in the nook beyond!



BACK FROM EXTINCTION

Use Batman's missiles to destroy the three silver boxes around the base of the robotic dinosaur. Build the remaining bricks into a ball slot for Robin.



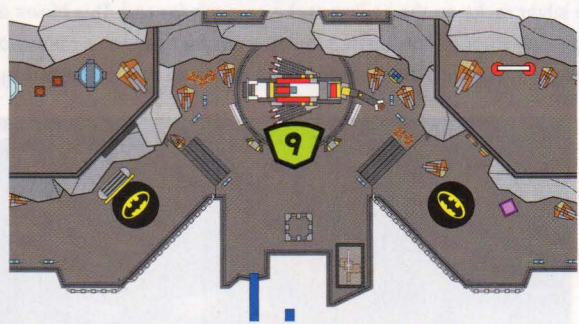
Switch to Robin and make the trek back to the cavern's left ledge to reclaim his Acrobat Suit. Carefully cross the narrow floor beams on your way to the cavern's right ledge, then use the zipline to return to the robotic dinosaur.



Lock Robin into the ball slot and roll in place to activate the robotic dinosaur. Just keep rolling until the dinosaur turns all the way around to present you with its tail, and studs fly out.



MINIKIT 9



Obtain another minikit by using Superman's heat vision to destroy the gold egg beneath the dinosaur. Do this after you rotate the dinosaur using Robin.



Switch to Batman and grapple the handle on the dinosaur's tail. Flip onto the tail and then run up the dino's back to reach the background cavern. Robin and Superman can easily join you.



Hold the Attack button to aim, then fire missiles to destroy the silver rocks on the ceiling at the cavern's far end. This blows a huge hole through the earth, providing our heroes with a means of escape! Jump onto the giant fan to be blown up and out to safety.

FREE PLAY

MINIKIT 10





Find this stage's final minikit by destroying the normal boulders to the right of the silver rocks above the dinosaur. The boulders were covering a Riddler box; open this with the Riddler to acquire your prize!



LEVEL 8: DESTINATION METROPOLIS

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION



THE STORY THUS FAR...

LEX LUTHOR AND THE JOKER'S DASTARDLY RAID ON THE BATCAVE HAS PROVEN WORTHWHILE - THE VILLAINS HAVE MADE OFF WITH BATMAN'S SECRET STASH OF KRYPTONITE! WITH THE AID OF SUPERMAN, THE CAPED CRUSADER NOW RACES OFF TO CATCH LUTHOR'S HIGH-TECH AIRSHIP BEFORE LEX AND THE JOKER CAN MAKE GOOD THEIR ESCAPE.












STORY CHARACTERS



SUPER HERO STUD REQUIREMENT:

120,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	—	Story	After disabling the left engine, use heat vision to destroy the two gold grids as you circle around the front of the airship.
2		Story	Smash the boxes on the right of the airship's rear cargo hold, then build the bricks into a switch that summons the minikit.
3		Free Play	Deconstruct the two circular doors in the rear cargo hold, then deconstruct the black debris beyond and step on both buttons.
4	 to 	Free Play	Find and destroy the three Kryptonite generators inside the airship.
5		Free Play	Fly up to an overhead ledge in the reactor room. Change into the Batsuit and shatter the nearby glass vent.
6		Free Play	Use Lex Luthor to Deconstruct the black crate on the storage chamber's right side, then use Green Lantern to build the green bricks.
7		Free Play	Deconstruct the storage room's right door lock to enter the right side room. Batarang all five red lights at once.
8		Free Play	In the right side room, smash objects to obtain bricks, then build these into a vehicle. Pilot it and follow the trail of studs to the minikit.
9		Free Play	Use the Joker to enter the storage chamber's left side room, then clear the toxic waste off a switch. Pull the switch and use Robin's Acrobat Suit to beat the video game.
10		Free Play	Deconstruct the black object on the left side of the bridge, then pull the orange handle.
11		Free Play	Use Cyborg's magnetism to pull in the antenna on the airship's roof.

OBJECTIVE 1: CATCH LEX'S AIRSHIP



Luthor isn't about to make this easy. As you close in on his imposing airship, several enemy aircraft arrive. Take aim and blast each of these smaller ships from the sky.



After destroying the left engine, you automatically circle around to the front of the airship. Destroy four turrets on the airship's front to advance again and move into position to target the right engine. Again, destroy all targets to make the engine vulnerable, then obliterate it.



After all the smaller enemy aircraft have been shot down, you're able to close on Lex's vessel. Destroy five stationary missile turrets to cripple the airship's firepower.



With all five turrets obliterated, use heat vision to destroy the two gold panels, along with the object to the top left of the engine, to make it vulnerable. Open fire and destroy the engine.

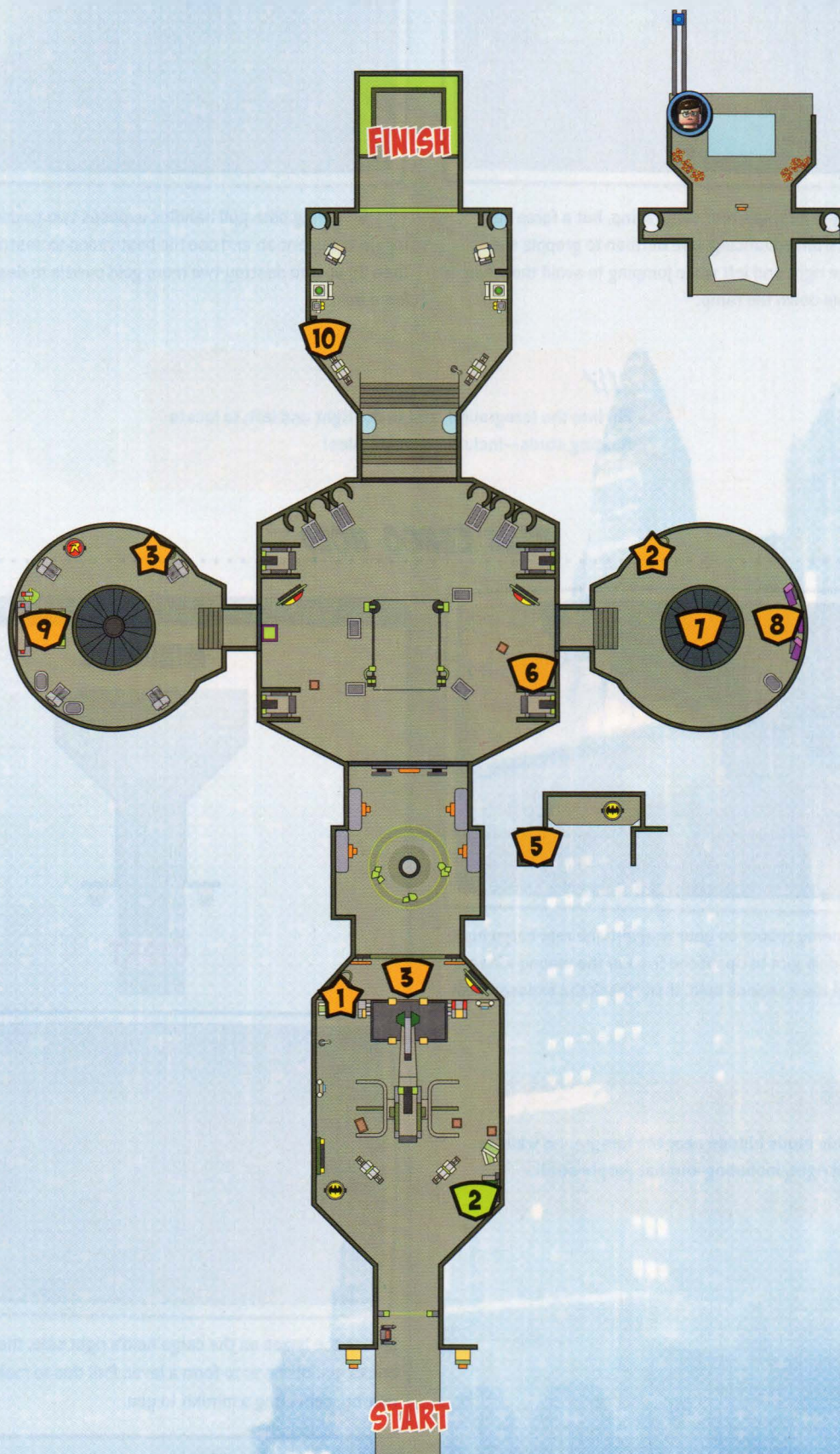


Before destroying the airship's four front turrets, blast the two gold grids with heat vision to obtain a minikit!



More enemy aircraft appear after you cripple the right engine. Shoot them from the sky to clear the air so that Batman and Superman may land on Lex's vessel.

OBJECTIVE 2: INFILTRATE THE AIRSHIP



CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION



You've landed on the airship's rear cargo ramp, but a force field is preventing you from advancing. Use Batman to grapple the pull handles to the right and left while jumping to avoid the silver barrels that tumble down the ramp.

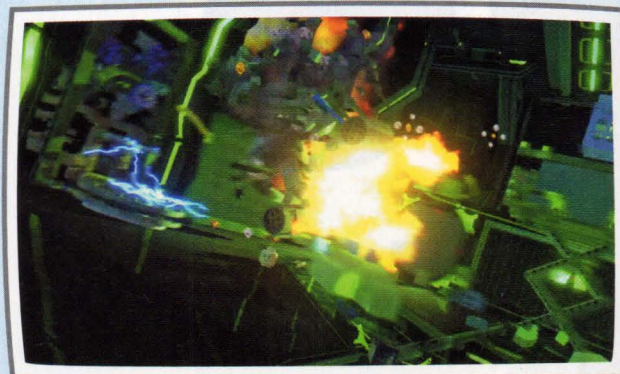


Grappling both pull handles exposes two golden panels. Toggle to Superman and use his heat vision to destroy them both. Then fly up and destroy two more gold panels to deactivate the force field.

TIP

Fly into the foreground, and to the right and left, to locate floating studs—including two purples!

REAR CARGO HOLD

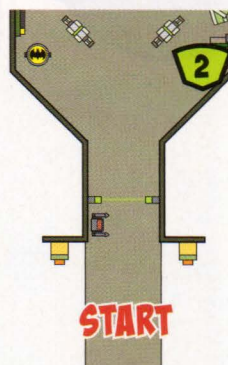


Smash through enemy robots on your way into the rear cargo hold. Use Batman's grapple gun to rip off the front of the enemy aircraft that hovers within the spacious hold, then whack the exposed pilot with a Batarang.

TIP

Find valuable studs hidden near the foreground walls to the left and right, including another purple stud!

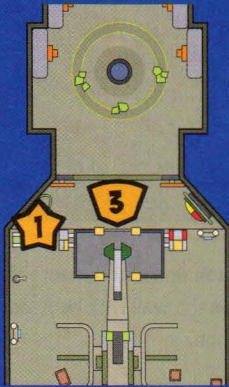
MINIKIT 2



Smash the boxes on the cargo hold's right side, then stack the bricks you discover to form a lever. Pull this to make a lift rise nearby, delivering a minikit to you.

FREE PLAY

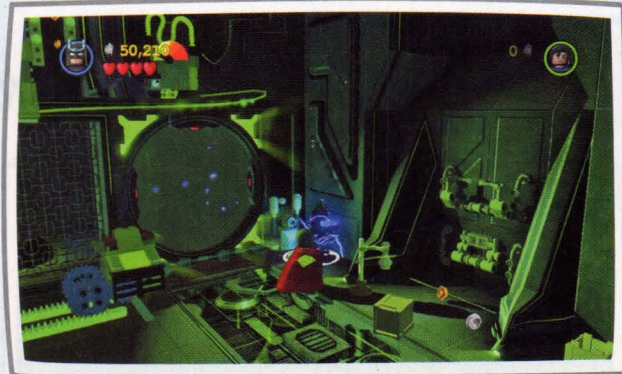
MINIKIT 3



Switch to Lex Luthor during Free Play and use his Deconstructor to rip apart the large circular background doors in the cargo hold. Deconstruct two piles of black rocks in the passage beyond the doors to uncover a pair of buttons, then have both heroes stand atop the buttons to gain access to the minikit in the overhead holding cage.



Switch to Batman and don his Electricity Suit, then drain the charge from the nearby electric switch.



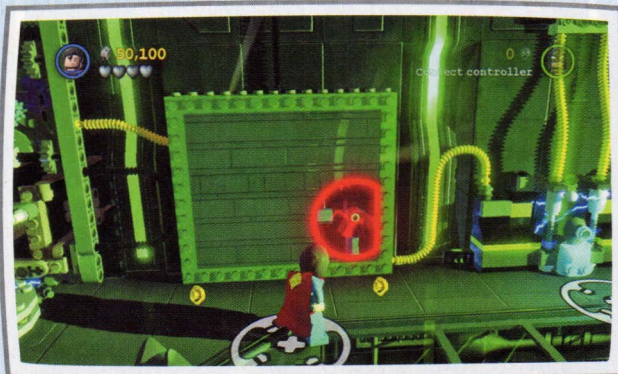
Deposit the charge into the electricity switch to the right, and the cargo hold's background lift activates. Now Batman can ride up and grab a purple stud!

FREE PLAY

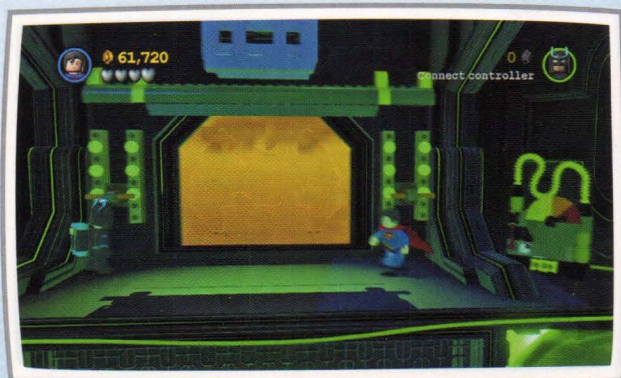
MINIKIT 4



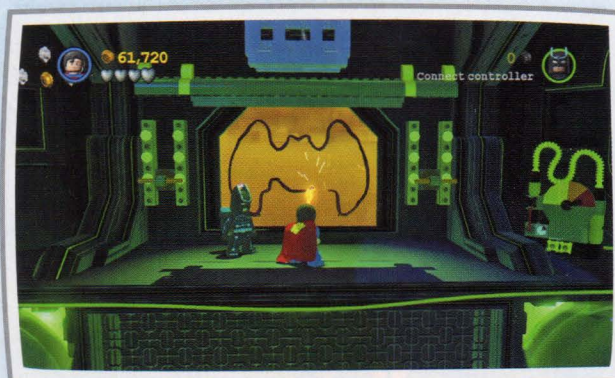
After riding up the cargo hold's lift, destroy the Kryptonite generator on the left. Find and destroy two more generators to score a minikit! The remaining two Kryptonite generators in this stage are kept beyond doors that can only be opened during Free Play—check the map for their exact locations.



The aircraft smashes into the left wall, exposing an X-ray wall. Use Superman to gaze through the wall and manipulate the gears to connect the piping. Once the pipe has been fully aligned, a nearby suit signal activates.



After riding the lift, jump and grab one of the background wall's two handholds. Superman will then jump and grab the other handhold. With both heroes hanging from the handholds, the background shutter opens, exposing a golden wall.



Switch to Superman and stand before the golden wall. Trace a bat-shaped pattern in the wall with heat vision to carve out an opening, then go through.

REACTOR ROOM



Superman can't cross this glowing chamber due to the Kryptonite radiation that's emanating from the central reactor. Take control of Batman and destroy the four locks on the surrounding storage shutters around the room, then stack the bricks that spill out to cover the reactor.



With the Kryptonite radiation sealed away, switch back to Superman and cross the room. Use the Man of Steel's great strength to pull the background door's glowing orange handle and open the door.



Fly up and land on a secret overhead ledge in the reactor room. Toggle to Batman and claim the Batsuit from the nearby suit signal, then use the sonar gun to shatter the glass to the left and claim the minikit inside the vent.

STORAGE CHAMBER



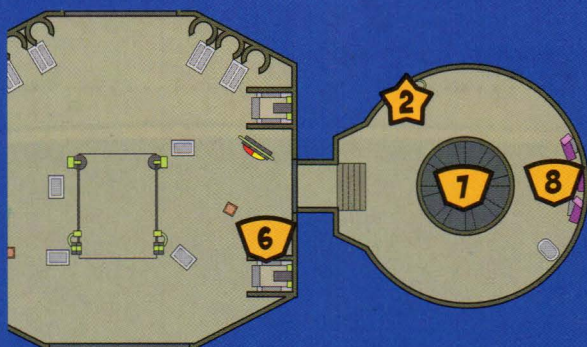
Use heat vision or throw Batarangs to knock two jet pack enemies out of the sky in the next large room. Strap on one of their jet packs, then fire its explosive weaponry around the room to destroy the surrounding silver crates.

Build the bouncing bricks left behind by the silver crates to seal off the background tubes that enemies regularly use to enter the room. That's more like it!



FREE PLAY

MINIKIT 6



During Free Play, use Lex Luthor's Deconstructor to rip apart the black crate on the room's right side. Green LEGO bricks tumble out; toggle to Green Lantern and fashion these into a hammer to knock a minikit out of its nearby hiding place!



FREE PLAY

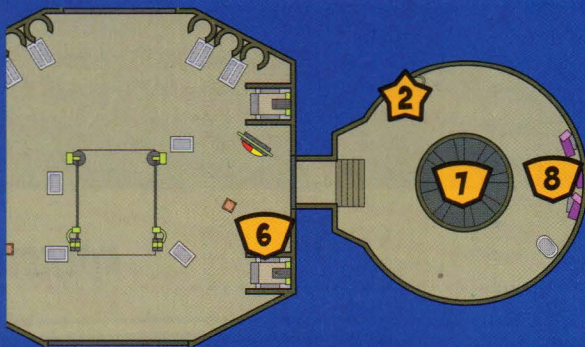
MINIKIT 7



Switch to Lex Luthor and Deconstruct the large lock on the storage chamber's right door to gain access to a Free Play side room.



Notice five red lights on the room's background wall. Target all five lights with a Batarang, then whack them all with one toss to gain access to the room's central minikit.



MINIKIT 8



But wait, there's more! Smash the containers on the side room's right side, then build the bouncing purple bricks to form a small vehicle. Jump into the driver's seat and follow the trail of studs that appears on your way to another minikit!

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

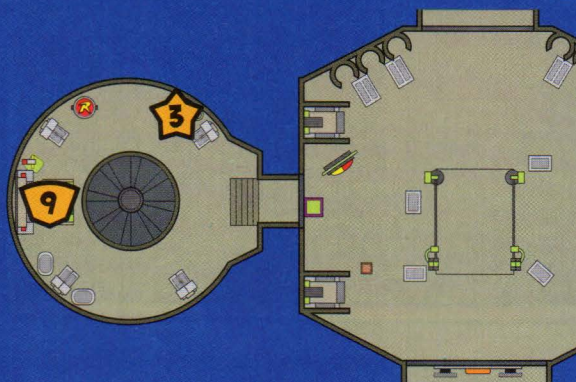
INTRODUCTION

FREE PLAY

MINIKIT 9



After raiding the storage chamber's right side room, backtrack out and then use the Joker to activate the Joker box on the left and enter the left side room.



Toggle to Robin and don the nearby Hazard Suit, then wash away the toxic waste that's covering a switch on the left side of the room. Pull the switch to make a ball socket rise up from the floor.



Switch to Robin and don the nearby Acrobat Suit. Curl into a ball and roll onto the ball socket. Use the socket to control the simple video game on the background wall. Destroy ten enemies in the game to make a minikit materialize nearby!

ROCKETING ONWARD



After using a jet pack's weaponry to obliterate the storage chamber's silver crates, build the bricks near the center of the storage room to fix a pair of mechanical arms. Use Superman to pull each arm's orange handle to make the arms grab a rocket from beneath the floor.



The rocket locks into place, but doesn't launch. Use Superman's heat vision to fire up the gold valve on the back of the rocket. The missile then takes off, blasting a huge hole through the background door!

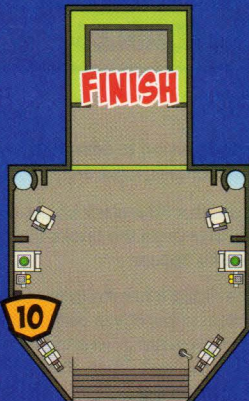
BRIDGE BUSTERS



You're almost finished! Beat down more enemies in the bridge, then use Superman's heat vision to destroy the gold pipes that power the nearby LexBot spawners.

FREE PLAY

MINIKIT 10



Use Lex's Deconstructor to rip apart the black box on the bridge's left side. Pull the orange handle that the box was blocking to obtain this stage's final minikit.

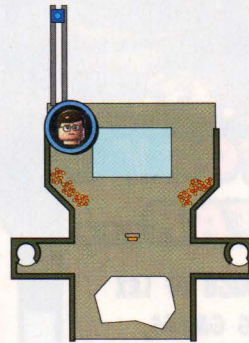
Next, have Superman fly up through a hole and defeat more goons on the roof. Pull a glowing orange handle up here to knock down some bouncing bricks.



Switch to Batman and build the bricks into a suit signal. Strap on the Batsuit and shatter the glass piping to the left and right to expose ventilations shafts. Jump into the shafts to be whisked up to the roof with Superman.



CITIZEN IN PERIL



Save this stage's imperiled citizen by toggling to Cyborg and using his magnetic

abilities to pull a giant antenna toward you on the roof. A poor citizen is clinging to this antenna for dear life. This person couldn't be more grateful to you for your help!



Use Batman's sonic gun again to shatter the large glass section of the roof. That's the final trick! Now simply drop through the hole to confront Lex and the Joker in the cockpit.

LEVEL 9: RESEARCH AND DEVELOPMENT

THE STORY THUS FAR...

HAVING HAD ENOUGH OF LEX AND THE JOKER'S GAMES, BATMAN AND SUPERMAN DECIDE TO GO RIGHT TO THE SOURCE AND VISIT THE LEXCORP OFFICES IN METROPOLIS. LEX HAD ANTICIPATED THIS, HOWEVER, AND HAS DEVISED A NASTY LITTLE WELCOMING COMMITTEE FOR OUR HEROES....

STORY CHARACTERS



SUPER HERO STUD REQUIREMENT:

100,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Story	Use heat vision to destroy the gold rim around the minikit display case on the lobby's left side.
2	2	Free Play	Deconstruct the black object on the lobby's right side, then build the bricks into a jet pack to make a minikit appear.
3	3	Free Play	Use a grapple handle to get Batman to the lobby's top floor in his Power Suit. Destroy the silver object, then hang from the handhold. Smash the junk in the dark room, then use Green Lantern to build the bricks.
4	1 to 5	Story	Use a Batarang on five LCD screens around LexCorp. The first two are in the area after the lobby. The last three are in the area that follows the lab.
5	5	Free Play	Use Cyborg to change the direction of the conveyor belts, then fire another missile to blast loose the minikit.
6	6	Free Play	Use Black Canary or Man-Bat to shatter the glass case on the lab's right side, then pull the switch and open the Joker box.
7	7	Story	In the area with the reactors, hidden behind the reactor with the orange handle.
8	8	Free Play	Use Aquaman to clear the toxic waste off the floor beyond the Kryptonite pit, then have Cyborg pull up the minikit.
9	9	Story	Fly up and claim the high, hovering minikit after the robot battle.
10	10	Free Play	Use Aquaman to clear the toxic waste in the robot arena's corner, then build the bricks into an electric switch. Power this with the Joker, then use the Flash to quickly run around the four floor tiles.
11		Free Play	Fly up to the lobby's top floor, then use Aquaman to clear the toxic waste around the citizen.

OBJECTIVE 1: DEFEAT THE EVIL RECEPTIONIST





This mission kicks off with an intense battle against a formidable Evil Receptionist in LexCorp's lavish lobby. But before you can attack the Evil Receptionist, it leaps up to the large "L" sign on the background wall.



Now use Superman's heat vision to destroy the golden border around the "L" sign to make the sign fall.



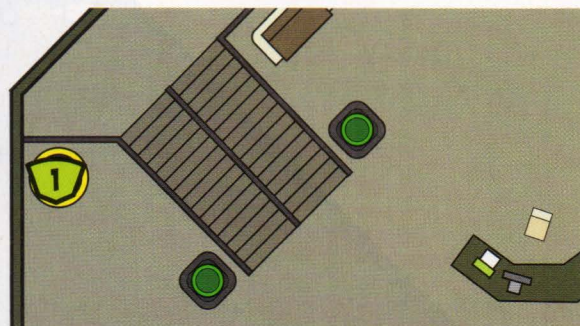
Build the bouncing remnants of the fallen "L" sign into a suit signal for Batman. Then switch to the Dark Knight and don the Power Suit. Now you can damage that pesky Evil Receptionist!

After falling from the "L" sign, the Evil Receptionist begins to spin and fire its lasers. Keep your distance and wait for the Evil Receptionist to become vulnerable.



You can damage the Evil Receptionist only after its hearts change from silver to red, which periodically happens after it spins and fires. Get close and launch a homing missile to blast away one of the Evil Receptionist's three hearts.

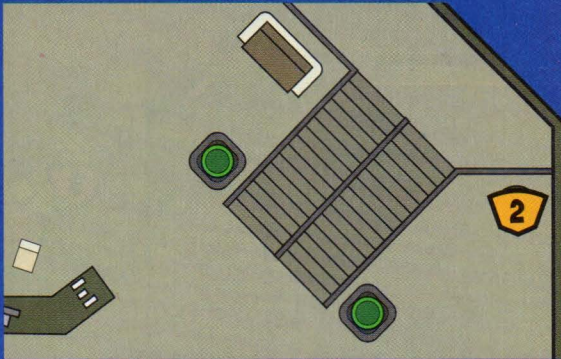
MINIKIT 1



Notice the minikit in the display case on the lobby's left side? Use Superman's heat vision to destroy the gold clamp around the top of the case to get at this tantalizing prize!

FREE PLAY

MINIKIT 2

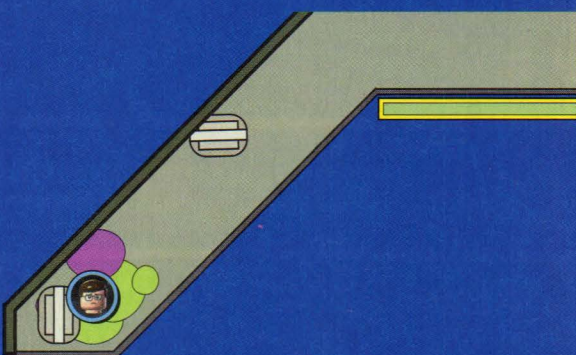


Toggle to Lex Luthor and use his nefarious Deconstructor to Deconstruct the black object on the lobby's right side. Build the remaining bricks into a jet pack. Doing so also causes a minikit to materialize nearby!



FREE PLAY

CITIZEN IN PERIL



During Free Play, fly up to the lobby's top floor and notice a citizen who's surrounded by toxic

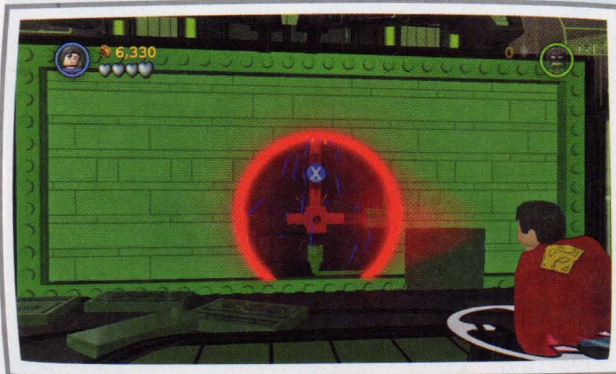
waste on the left. Land and switch to Aquaman, then spray away this harmful substance to save the poor person from their plight!



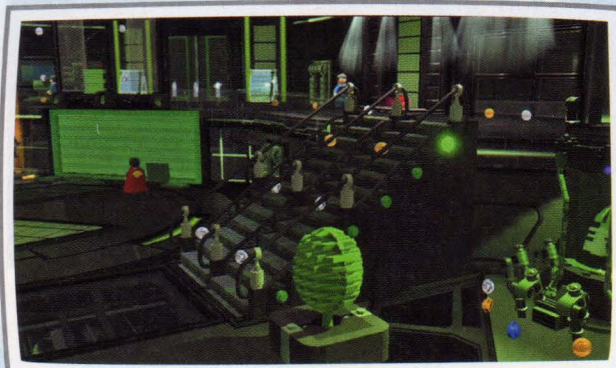
After losing its first heart, the Evil Receptionist flees to the lobby's first floor, and several normal LexBots storm into the lobby. Dispatch all of the regular LexBots to lure the Evil Receptionist back down to the ground floor, then wait for your chance to blast it with another missile. Remember: Its hearts need to be red!

TIP

Destroy the foreground equipment for studs and run along the low foreground walls to collect hidden ones!



Defeat the Evil Receptionist to send it flying backward into a wall. The wall shatters, revealing an X-ray wall. Gaze into the wall with Superman, then turn the various objects to connect the flow of power. Simply ensure that there are no "loose ends" as the power flows from left to right.



Connecting the power activates the nearby escalator, allowing Batman to explore the lobby's second floor. Destroy silver objects on this floor with missiles, then build the bricks you discover to reveal a lever.

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

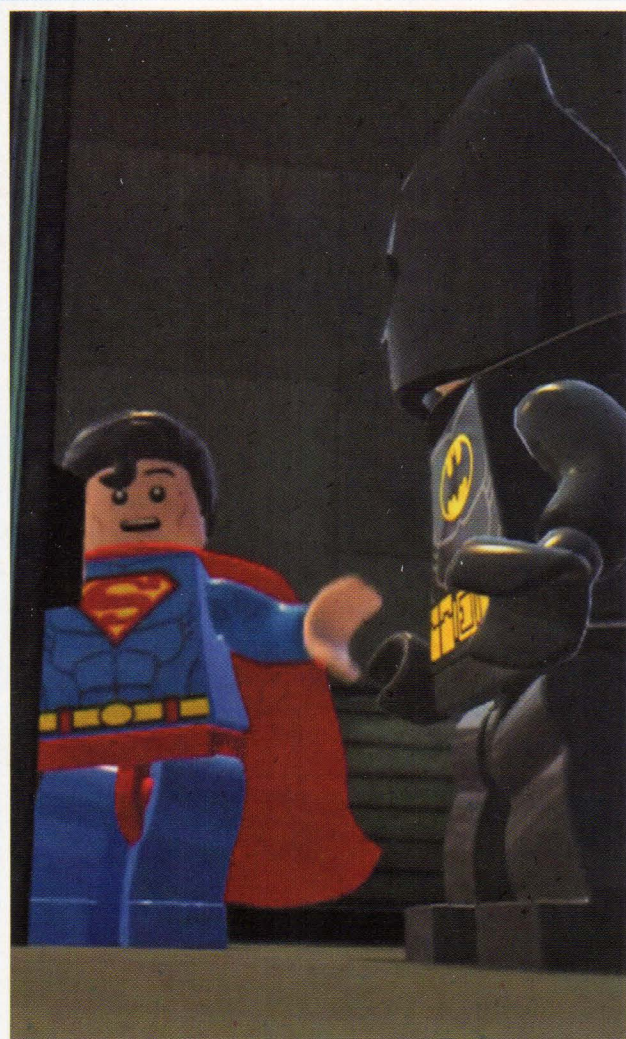
SUPER HERO TRAINING

CHARACTERS AND VEHICLES

INTRODUCTION

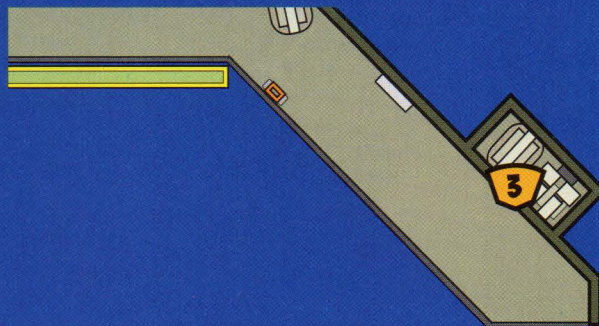


Pull the lever to activate the background elevator, then step aboard to visit the next area.



FREE PLAY

MINIKIT 3



Before boarding the elevator, bring the Dark Knight to the lobby's top floor by going upstairs and grappling the overhead handle to the right.

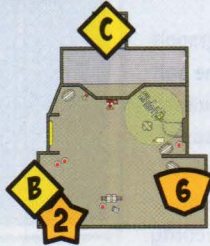


Blast the silver object on the wall with the Power Suit, then hang from the handhold you expose to open a nearby shutter.



Destroy the junk in the dark room beyond the shutter to discover some green bricks, then build these into a floor polisher with Green Lantern. The device speeds off and crashes, leaving behind a minikit!

OBJECTIVE 2: INFILTRATE LUTHOR'S OFFICES



The elevator takes you to a higher floor of Lex's impressive office building. Destroy the silver and gold objects near the elevator to find some bricks that can be built into a suit signal.



Fight your way to the right and use Superman's heat vision to destroy a gold object, exposing another electric switch.



Superman can't pass through the green Kryptonite force field to the right, but Batman can. Grab the Electricity Suit and step through the green bubble. Drain the current from the electric switch within the force field to disable it.



Place Batman's charge into the switch to activate a conveyor belt that runs along the nearby wall.



Backtrack and reclaim Batman's Power Suit, then return. Fire a homing missile to destroy the silver plate on the wall that's covering the conveyor belt.



Now launch another homing missile and stick it onto the belt. The missile "rides" along the moving belt, detonates, and deactivates the next Kryptonite force field ahead.



MINIKIT 4

Use the Batarang to destroy five LCD signs around LexCorp. A minikit will pop out of the final sign you smash! Two of these signs are found on this floor; the other three are found later on. Keep your eyes peeled and check the maps for their exact locations!



FREE PLAY

MINIKIT 5



After sending a homing missile along the conveyor belt, toggle to Cyborg and use his magnetic ability to pull a valve out from the nearby wall. Turn this valve to change the conveyor belt's direction. Now stick another missile onto the belt to send it traveling toward a minikit! You'll automatically collect this prize after the missile explodes.



Using Superman's heat vision, carve a square out of the gold panel you discover beyond the second force field. This exposes a pull handle.



Use Batman's grapple to tug on the pull handle, which calls the nearby elevator. Defeat the Kryptonite-carrying security guards that arrive with the lift, then step aboard to advance.



OBJECTIVE 3: RAID THE LAB



The elevator leads to a high-tech laboratory. Beat down the evil researchers and smash up the lab, then use Superman's heat vision to destroy the gold plate on the left wall. Bricks tumble out from a small hole; build these into a suit signal.

FREE PLAY

MINIKIT 6



Switch to Black Canary or Man-Bat and use either character's glass-shattering ability to break the glass case on the lab's right side. Pull the switch that the glass was covering to open a nearby crate.



The crate contains a Joker box. Toggle to the Joker and open this box to unwrap a surprise minikit!



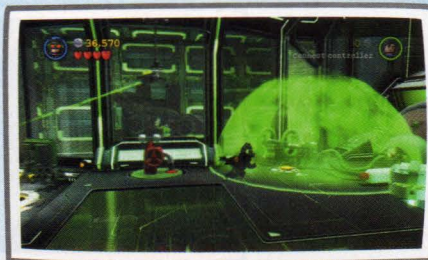


Change into the Sensor Suit, become invisible, and then turn the room's central valve. A clone of the Batbike then arrives via the background conveyor belt.

Step on the button that lies within the nearby Kryptonite bubble to activate a stationary Deconstructor. The powerful Deconstructor quickly destroys the Batbike by ripping it apart.



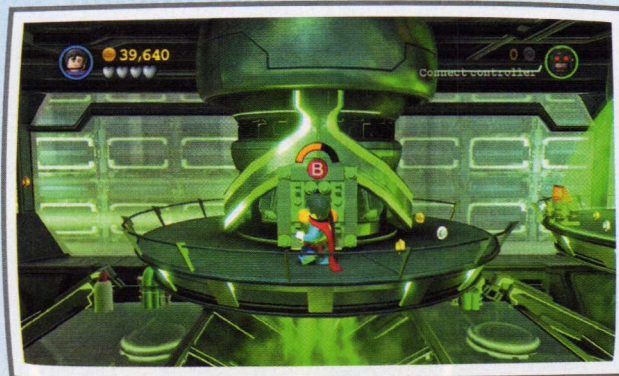
Turn the valve again to roll out a clone of the Batmobile. Again, step on the button within the force field to destroy the vehicle.



Give the valve one last turn to make a LexBot appear, then step on the button one last time to fire the Deconstructor and cause a violent reaction that blows a hole through the background wall. This exposes a powerful air vent; jump into the updraft to proceed.

OBJECTIVE 4: GET PAST THE REACTORS

Our heroes have reached a long corridor filled with giant Kryptonite reactors. The radiation is too much for even Batman to withstand; switch to Superman and use his heat vision to destroy the golden clamps around the top of the first reactor to disable it.



Fly onto the circular walkway that follows and pull the glowing orange handle with Superman's incredible strength. This tears off a panel and exposes some pistons.

MINIKIT 7



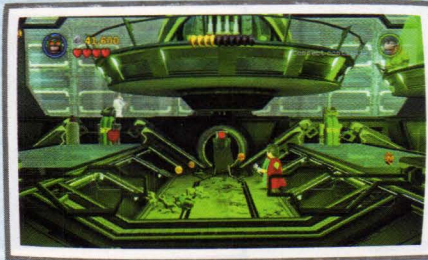
Run around the second reactor's circular walkway to claim a hidden minikit. Sneaky!



Attack the pistons to destroy them and make some bricks fall to the floor below.



Build the bricks into a lever, then pull it to lower a grapple handle near the reactor to the right.



Toggle to Batman and grapple the handle to reach another circular walkway that's shielded by a Kryptonite force field. Run around the walkway to collect some hidden studs, including a valuable purple one.



TIP

If you're after Minikit 4, then keep your eyes peeled for more LCD signs in this area. Check the map for their exact locations!

Drop from the shielded walkway and smash the equipment beyond to discover some bricks. Build these into a Batsuit signal.



Don the Batsuit and grapple back up to the shielded walkway. Use the Batsuit's sonar gun to shatter the glass panel within the force field. This deactivates the force field, allowing Superman to join you.



Switch to Superman and use his heat vision to destroy the rotating "L" sculpture to the right. Stand on the button you discover beneath the sculpture to extend a ramp to the right.



Leave Superman on the button and switch to Batman. Run up the ramp, then jump and hold the Jump button to glide across the Kryptonite-filled pit to the right.



Use the Batsuit's sonar gun to destroy the glass door beyond the Kryptonite pit. Enter the small control room beyond and pull a lever to cover the Kryptonite and banish the hazardous radiation.

Switch to Superman and fly across the now-harmless pit. Use his heat vision to carve a hole in the gold panel on the far right wall, then fly through to visit the final area.



FREE PLAY

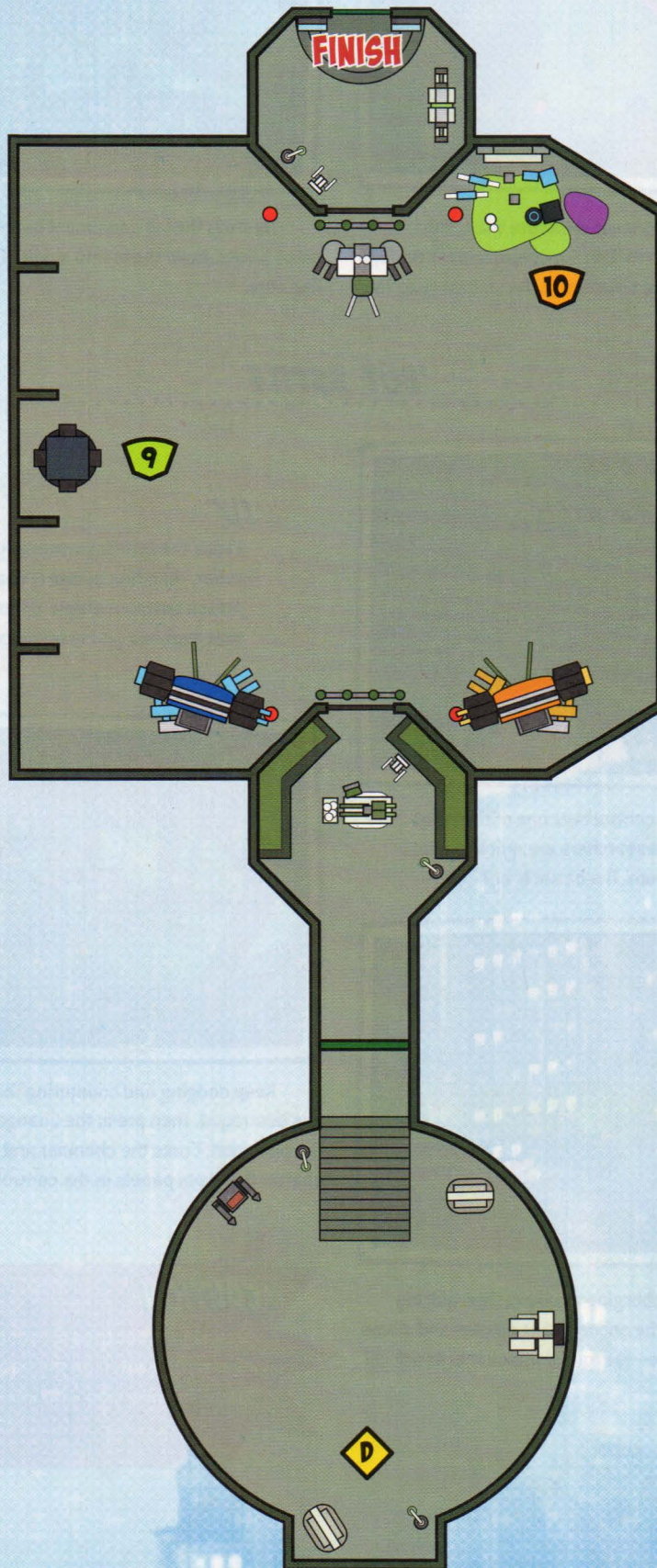
MINIKIT 8



Toggle to Aquaman and spray water to wash away the green toxic waste on the ground beyond the Kryptonite pit. This exposes a magnetic floor hatch; switch to Cyborg and use his powers to pull a minikit up from the floor!



OBJECTIVE 5: CRACK THE VAULT



CHECKLISTS

LEGO GOTHAM CITY

GOOTHAM CITY

WALKTHROUGH

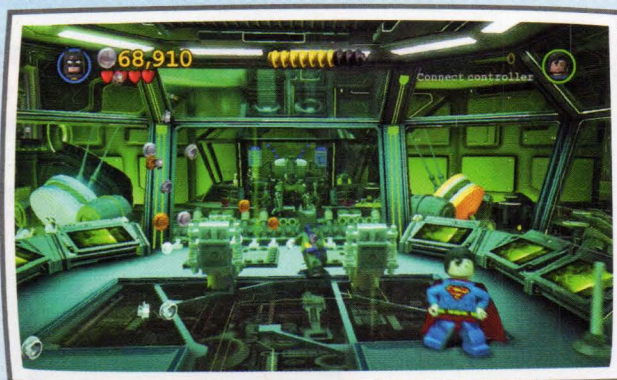
SUPER HERO TRAINING

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Beat down the enemies in LexCorp's super-secure vault, then approach the background X-ray wall. Use Superman to peer through the wall, then connect all of the red pistons to the central gear. The vault door opens.



Destroy the lab equipment beyond the vault door to obtain some bricks. Build these into a pair of seats that our heroes can hop onto.

'BOT BATTLE



Taking a seat grants you remote control over one of the giant robots in the chamber beyond. Researchers are quick to pilot another robot from across the room. The battle is on!



Lure the enemy robot into charging at yours, then quickly move out of the way. Each time the enemy robot misses and slams into a wall, it becomes vulnerable—hurry and attack it to knock off one of its hearts!

TIP

Press the Attack button only once to strike the enemy robot, then flee before it charges again. Pressing the Attack button multiple times performs a longer combo that exposes you to being countered.

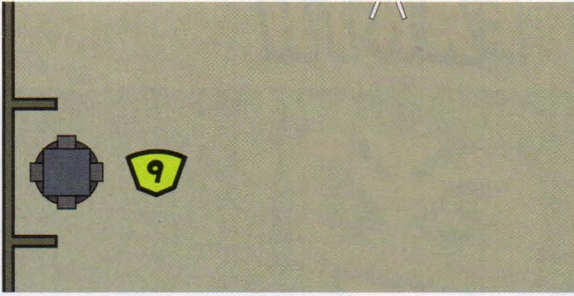


Keep dodging and countering the enemy robot's charges until it is destroyed. Then press the Change Character button to exit the pilot seat. Cross the chamber and use Batman's sonar gun to shatter the glass panels in the control room to the right.

CAUTION

Quickly defeat the scientist that makes a break for the alarm switch on the background wall. If he pulls it, you'll be swarmed with enemies!

MINIKIT 9

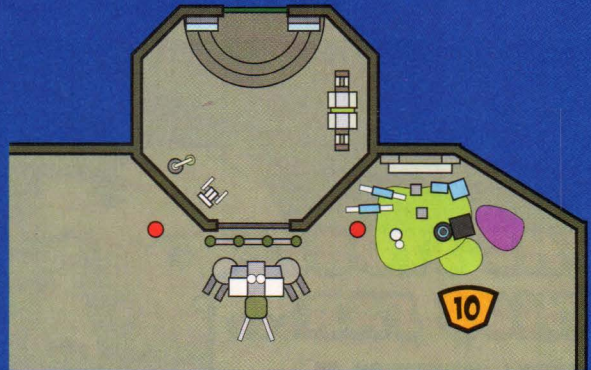


After the epic LexBot battle is over, change to Superman and fly up to grab a hovering minikit near the background wall.



FREE PLAY

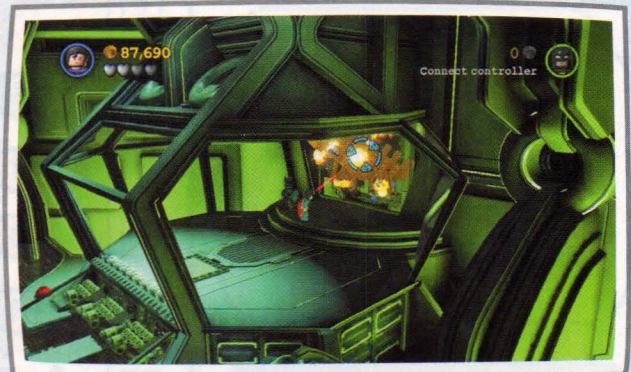
MINIKIT 10



Use Aquaman to clear up more toxic waste in the corner of the robot battle arena. Build the bricks you discover to form an electric switch that the Joker can power.



Power the switch with the Joker's joy buzzer. This causes four special floor tiles to flip over in the arena. Use the Flash to run across all four tiles quickly and make a minikit appear!



Destroy the mechanisms beyond the panels to open the nearby shutter and expose a gold panel. You know what to do! Switch to Superman and use his heat vision to destroy the panel. Then simply board the elevator beyond to complete the mission.

CHECKLISTS

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LEVEL 10: DOWN TO EARTH

THE STORY THUS FAR...

BATMAN'S INFILTRATION OF LEXCORP HAS PROVEN FRUITFUL. WITH THE AID OF SUPERMAN, THE CAPED CRUSADER HAS UNCOVERED LUTHOR'S SINISTER SCHEME. LEX HAS BEEN BUSY - HE'S CONSTRUCTED A MONSTROUS, FLYING ROBOT IN THE LIKENESS OF THE JOKER! LUTHOR PLANS ON USING THIS DOOMSDAY MACHINE TO SPREAD A MIND-ALTERING GAS ACROSS ALL OF GOTHAM CITY. ONCE THE POPULATION HAS BEEN GASSED, THEY'LL BE PUTTY IN LUTHOR'S HANDS! BATMAN MUST SOMEHOW STOP THIS DASTARDLY PLOT, OR LEX WILL EASILY EARN THE VOTES HE NEEDS TO BECOME THE NEXT PRESIDENT OF THE UNITED STATES!

STORY CHARACTERS



SUPER HERO STUD REQUIREMENT:

50,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	—	Story	Shoot down a crate that's tied to balloons during the initial chase.
2	—	Story	Shoot down a second crate that's tied to balloons during the initial chase.
3	—	Story	Shoot down a third crate that's tied to balloons during the initial chase (after disabling a foot thruster).
4	—	Story	Shoot down a fourth crate that's tied to balloons during the initial chase (after disabling a foot thruster).
5	—	Story	Blast the giant purple missiles that the Joker robot launches at you after you disable both of its foot thrusters.
6	6	Story	After landing, use heat vision to destroy the gold plate on the robot's right leg, then build the bricks into a missile turret.
7	7	Free Play	Use Lex Luthor's Deconstructor to rip open the black panel on the left leg.
8	8	Free Play	Deconstruct the black panel on the robot's lower torso.
9	9	Free Play	Use the left leg's turret to shoot down objects.
10	1 to 3	Story	Destroy the three turrets that pop up and attack after you pull out the first set of fuel lines.
11		Story	During the initial chase, shoot down the enemy aircraft that's chasing after the news helicopter.

OBJECTIVE 1: CATCH THE JOKER ROBOT



You've got to stop that robot! But it's not alone—plenty of Lex's goons are also present to defend the monstrous doomsday machine. Start blasting each of the smaller enemy aircraft from the sky.

MINIKITS 1 AND 2



As you pursue the Joker robot, be quick to shoot down the crates that slowly drift past on balloons. (Target the balloons, not the crates.) Each crate you blast from the sky will score you a minikit! Focus on shooting these minikit crates before you attack your primary targets—otherwise, the crates might slip by.

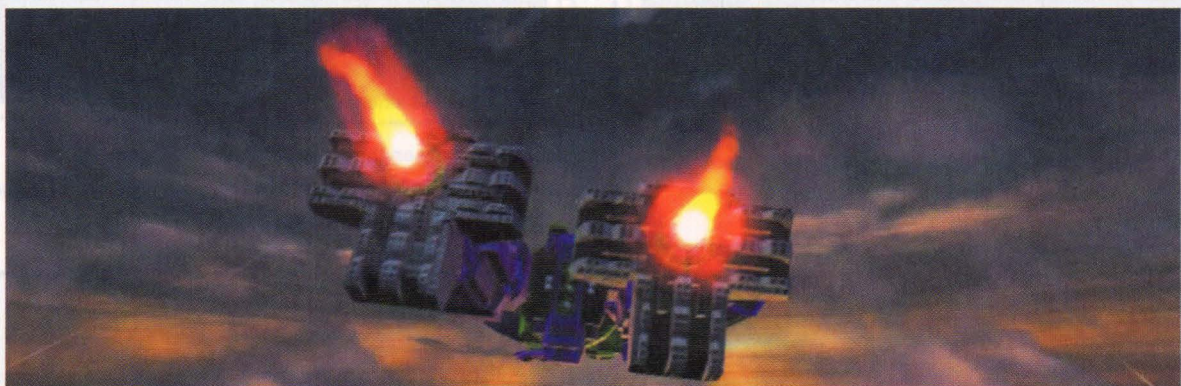
CITIZEN IN PERIL



This mission's citizen in peril flies around in a news helicopter during the initial chase. The news chopper zips back and forth across the screen—look carefully and notice that an enemy aircraft is in pursuit! Hurry and shoot down this hostile bogie to save the news copter, along with this stage's imperiled citizen.



You close on the Joker robot after shooting down all of the smaller bogies. Use Batman's explosive weaponry to destroy the silver plates that cover the robot's foot thrusters.





Destroying the silver plates exposes the golden inner workings. Switch to Superman and use heat vision to destroy these and disable one of the foot thrusters.



Again, you close on the Joker robot after all smaller aircraft have been destroyed. Take out the remaining thruster just as you did the first.



The Joker robot kicks into high gear after losing one of its thrusters and advances out of firing range again. More enemy aircraft then fill the skies—shoot down each one just as you did before.



The final explosion blasts the Joker robot forward. Eliminate the third wave of enemy aircraft that soon arrives, and then close on the robot again. This time, Batman and Superman are able to climb aboard!

MINIKITS 3 AND 4



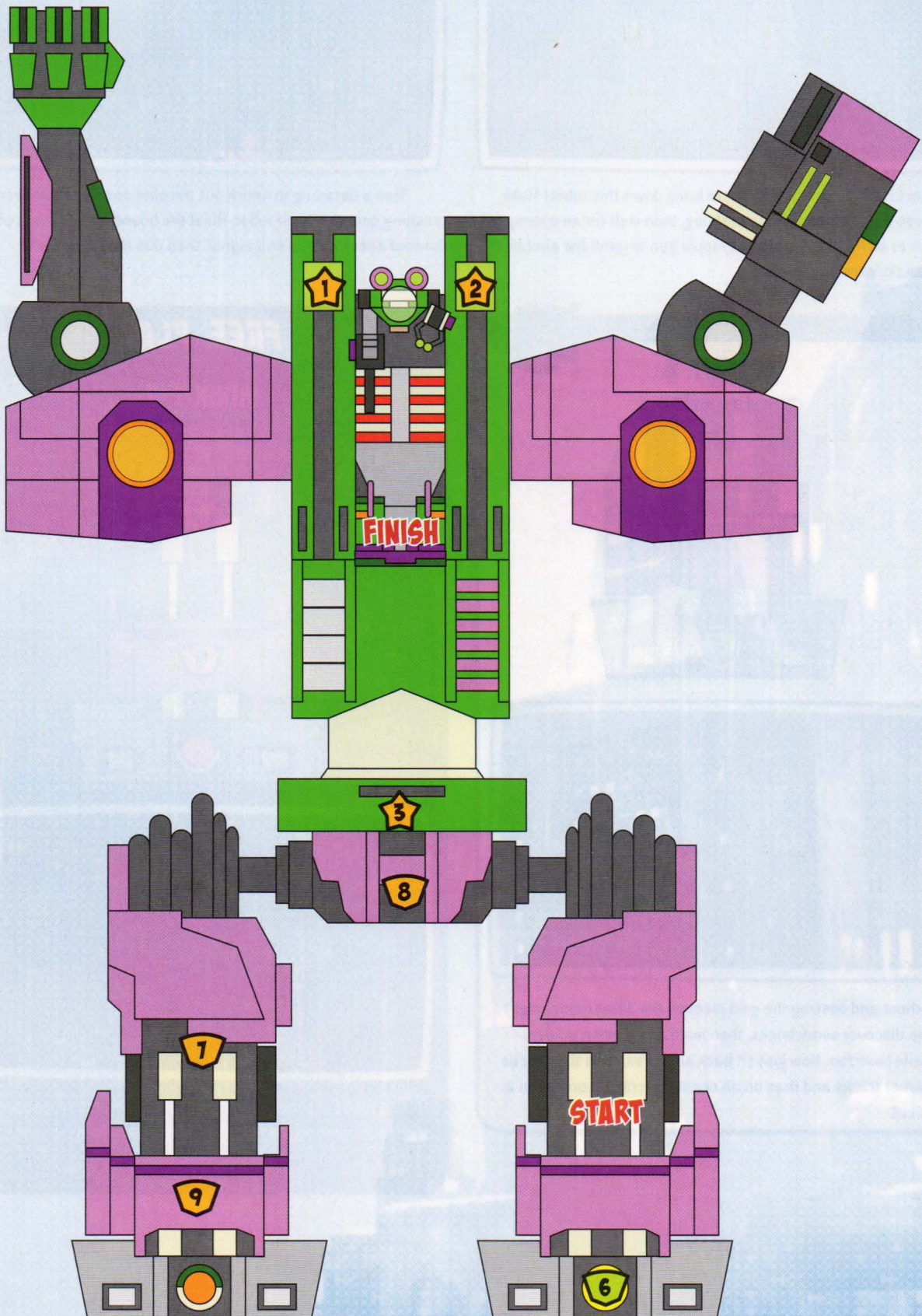
Keep an eye on the horizon and blast down two more crates that drift past on balloons to claim two more minikits. Again, target the balloons, not the crates themselves.

MINIKIT 5



Before landing on the Joker robot, blast the giant purple missile it fires from its torso as you draw near. One of these inbound missiles contains a minikit!

OBJECTIVE 2: BRING DOWN THE JOKER ROBOT



CHECKLISTS

LEGO GOTHAM CITY

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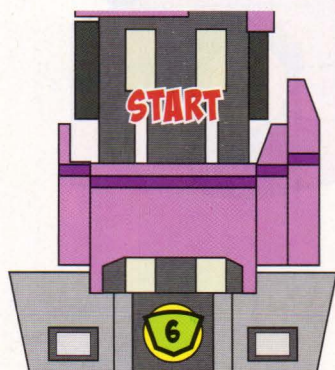


Gotham City isn't far—you've got to bring down this robot! Make your way over to the machine's left leg, then wait for an enemy aircraft to arrive. Use Batman's grapple gun to yank the aircraft's pull handle, exposing its pilot.



Toss a Batarang to knock out the pilot and send the aircraft crashing onto the Joker robot. Build the bouncing remnants of the downed aircraft into a suit signal, then don the Power Suit.

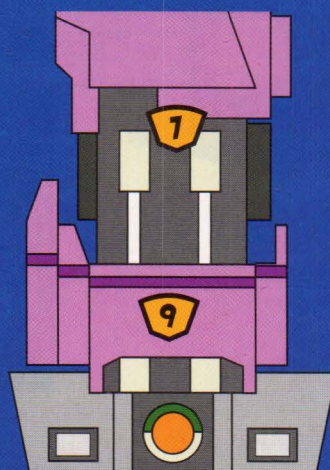
MINIKIT 6



Overheat and destroy the gold plate on the Joker robot's right leg to discover some bricks, then build these into a guided missile launcher. Now just sit back and relax while the missile launcher tracks and fires on an enemy aircraft, scoring you a minikit!

FREE PLAY

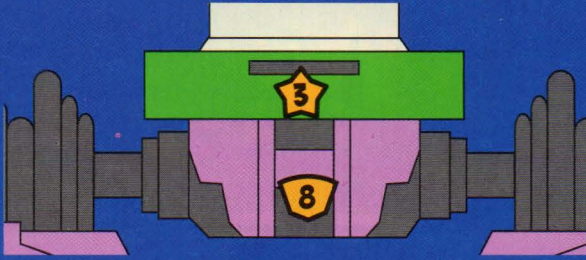
MINIKIT 7



During Free Play, use Lex Luthor's Deconstructor to rip apart the black panel on the robot's left leg. Out pops a minikit!

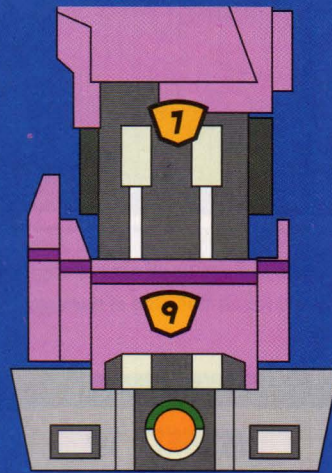
FREE PLAY

MINIKIT 8



Deconstruct the black panel on the robot's torso to score another easy minikit with the aid of Lex Luthor.

MINIKIT 9



Use the turret on the robot's left leg to shoot down objects in Free Play mode. Your sharpshooting will score you a minikit!



Jump over to the robot's rump and quickly fire a homing missile at the silver engine cover. Beware: a deadly Deconstructor can target you while you stand here!



After destroying the silver cover, switch to Superman and use his heat vision to disable the exposed gold engine. It won't be long before Luthor powers up his engine again—hurry and fly over to the glowing orange handle you've revealed.

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Pull the orange handle to yank out the engine's fuel lines. Nice work! Lex won't easily repair this kind of damage.



Now for the other engine. Again, use Batman's homing missiles to destroy the silver cover, then disable the gold engine with a dose of Superman's heat vision. Rip out those fuel lines to send the Joker robot plummeting to earth—and just in the nick of time!

MINIKIT 10



Turrets emerge from the back of the Joker robot after you pull out the first set of fuel lines. Step back and destroy all three turrets to score a minikit!



LEVEL 11: UNDERGROUND RETREAT

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THE STORY THUS FAR...

THE TOWERING JOKER ROBOT IS DOWN, BUT NOT OUT! GEARING UP TO GO ON A FULL-ON RAMPAGE THROUGH GOTHAM CITY'S PANIC-STRICKEN STREETS, THE MECHANICAL MONSTROSITY PAUSES ONLY TO POUND SUPERMAN AND BATMAN WITH ITS HULKING FIST. THE TREMENDOUS IMPACT KNOCKS OUR HEROES RIGHT THROUGH THE STREET AND INTO THE SUBWAY BELOW!

STORY CHARACTERS



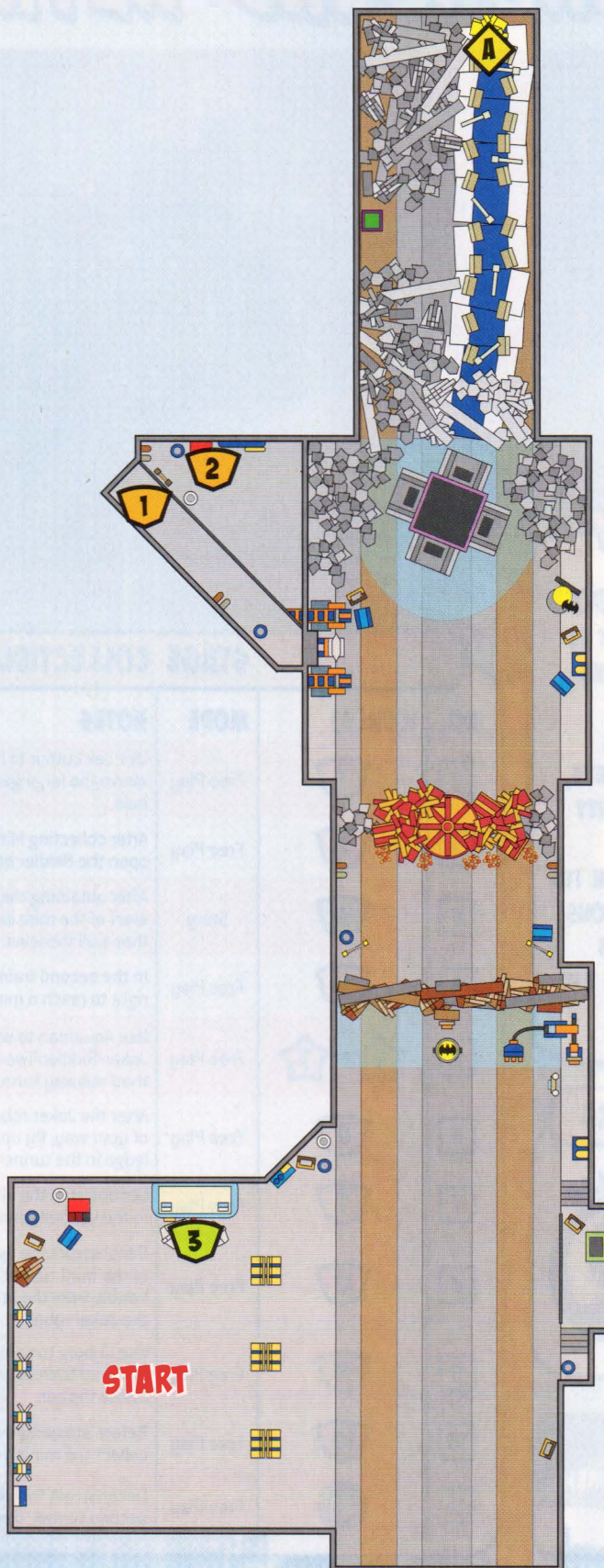
SUPER HERO STUD REQUIREMENT:

110,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1		Free Play	Use Lex Luthor to Deconstruct the black wall above the large generator, then fly through the hole.
2		Free Play	After collecting Minikit 1, drop to a lower area and open the Riddler box.
3		Story	After obtaining the Power Suit, run back to the start of the mission and destroy the silver debris, then pull the lever.
4		Free Play	In the second train tunnel, fly over the train to the right to reach a minikit [or use Poison Ivy].
5		Free Play	Use Aquaman to wash away seven patches of Joker/Riddler/Two-Face graffiti in the second and third subway tunnels.
6		Free Play	After the Joker robot throws the subway train out of your way, fly up and grab the minikit on the ledge in the tunnel.
7		Free Play	Deconstruct the black debris to the left of the fork in the second tunnel, then pull the orange handle.
8		Free Play	Deconstruct the black objects on the right side of the third tunnel, then use the Flash to build a handle from the bricks. Push the trolley toward the Joker robot.
9		Free Play	Use Cyborg to open the magnetic top hatch of the third train car during the final segment. Drop inside the car.
10		Free Play	Before stopping the speeding train, fly up and collect the minikit on the final car's roof.
11		Free Play	Deconstruct the black debris at the fork in the second tunnel, then pull the orange handle.

OBJECTIVE 1: ESCAPE THE FIRST TUNNEL





You've got to get out of this subway! Approach the tunnel to the right to trigger an attack by the Joker robot, who's still stomping around the street above.

NOTE

Superman is suffering from his recent exposure to Kryptonite, and is unable to fly during this mission. He retains his super-strength and all other abilities.

Superman may be weakened, but he still possesses enough strength to pull the glowing orange handles you discover in the subway tunnel.



Pull both orange handles to clear some debris.

Build the bouncing bricks you discover near the debris into a suit signal, then switch to Batman and equip the Electricity Suit.



Drain the charge from the nearby electric switch for future use.



Switch to Superman and put out the fires near the next pile of debris you encounter in the tunnel. Smash the debris out of your path after it cools.

TIP

After clearing the second pile of debris, search to the left to discover a hidden purple stud!



bricks near the Joker robot's foot into a Power Suit signal.

Equip the Power Suit and fire a missile to destroy the silver front of the generator to the left. This exposes an electric switch.



Slip back into the Electricity Suit and charge the electric switch to kick start a generator that runs a nasty shock up the Joker robot's leg. Take that!



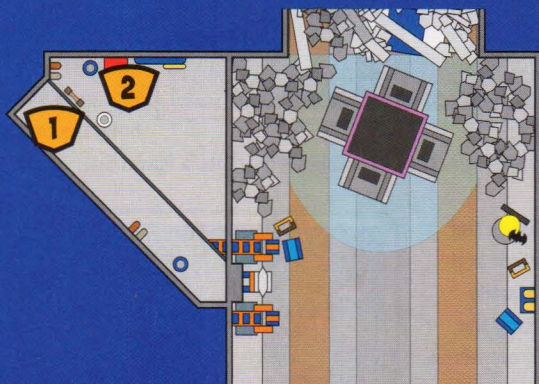
FREE PLAY

MINIKIT 1

Select Lex Luthor during Free Play and use his Deconstructor to rip apart the black section of wall above the generator. Fly into the hole that Lex has created to discover a minikit!

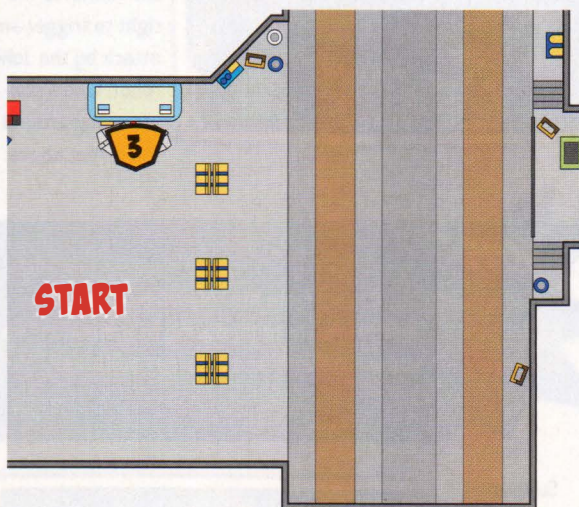
FREE PLAY

MINIKIT 2



After you pocket Minikit 1, spy a Riddler box in a lower room to the right. Drop down and switch to the Riddler, then open this box to score another minikit!

MINIKIT 3



Have Batman change back into the Power Suit, then run back through the tunnel and use missiles to destroy the silver debris near the mission's starting point. Pull the switch you uncover to score your second minikit!

TUNNELING FORWARD

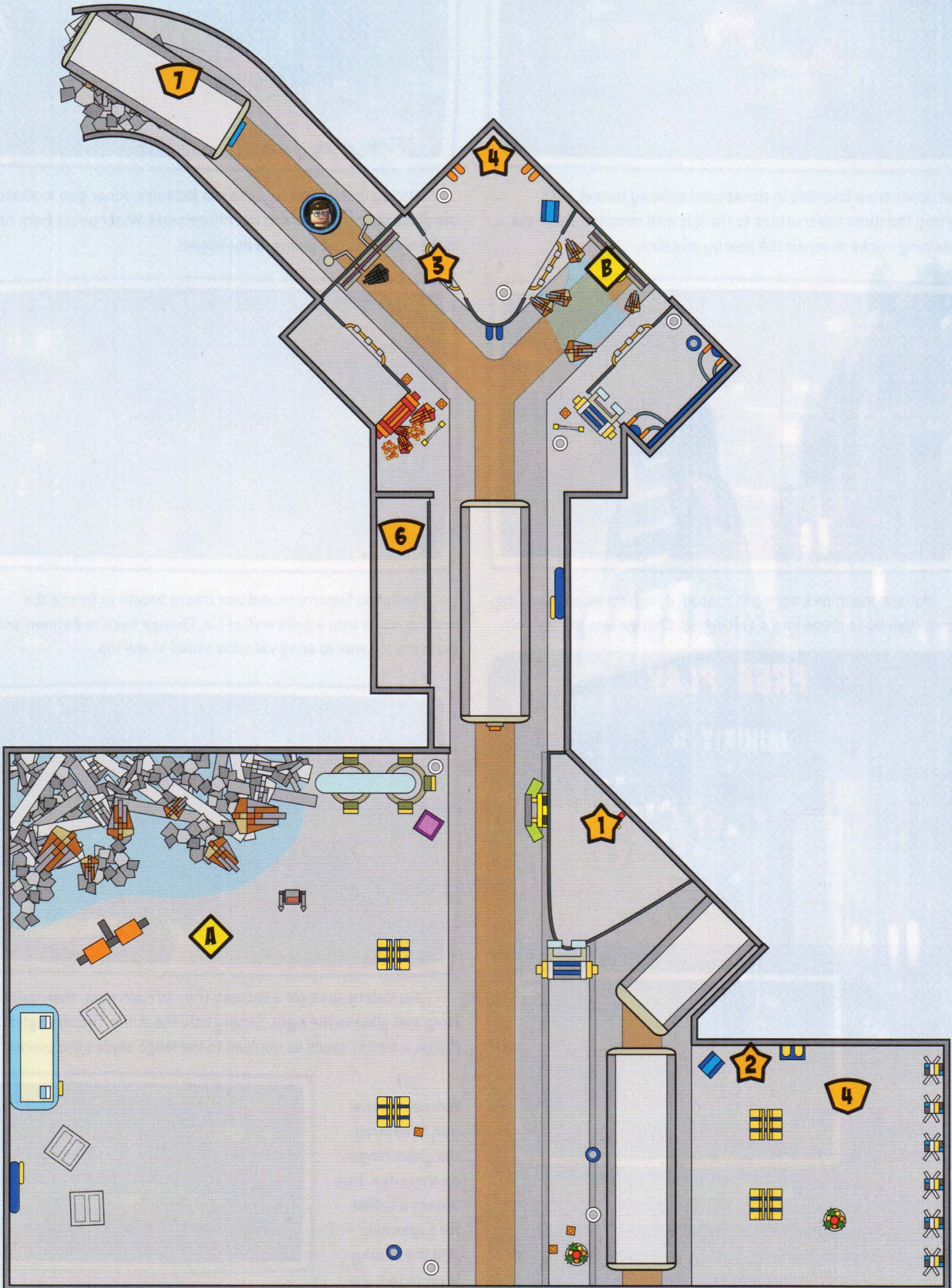


Reclaim the Power Suit and use its missiles to destroy the silver debris beyond the Joker robot's leg. Smash your way through the wrecked train cars that follow, grabbing plenty of studs.



Use Superman's heat vision to destroy the hunk of gold debris that's plugging up the end of the ruined train. Then go through the opening to reach the subway's next section.

OBJECTIVE 2: ESCAPE THE SECOND TUNNEL



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Beat down more enemies in the second subway tunnel, then destroy the three silver crates to the left with missiles. Build the remaining bricks to repair the nearby machine.



Mosey to the right and use the Batsuit's sonar gun to shatter the glass piping on the wall near the tunnel. Water pours from holes in the wall after the piping is destroyed.



Pull the machine's switch to make it cough up more bouncing bricks, then build these into a suit signal. Change into the Batsuit.



Switch to Superman and use freeze breath to freeze the rushing water into a solid wall of ice. Change back to Batman and scale the ice wall to snag valuable studs at the top.

FREE PLAY

MINIKIT 4

During Free Play, fly over the far-right train to locate a minikit on the other side of the tracks. (You can also reach this minikit by using Poison Ivy to travel through the vine patch.) Use the Sensor Suit you discover here to bypass a security camera. Throw the switch to expose a nearby minikit!



For safety, wait for a subway train to rush past, then quickly jump and glide to the right. Simply hold the Jump button to glide. Follow a trail of studs as you sail to the ledge across the tunnel.

Use Batman's sonar gun to destroy the glass hinge on the ledge. This lowers a ladder for Superman. Pull the nearby lever to halt the speeding subway trains.



FREE PLAY

MINIKIT 5



During Free Play, toggle to Aquaman and wash off the “?” graffiti that has been sprayed on the wall near the lever on the ledge. Keep spraying until you knock off the tiny LEGO bricks on the graffiti, and the paint will wash away. Find and clear off seven different patches of graffiti to earn a minikit! The graffiti might be the work of the Riddler, the Joker, or Two-Face, and some of it is found in the next area. Check the maps to see where each patch is found!



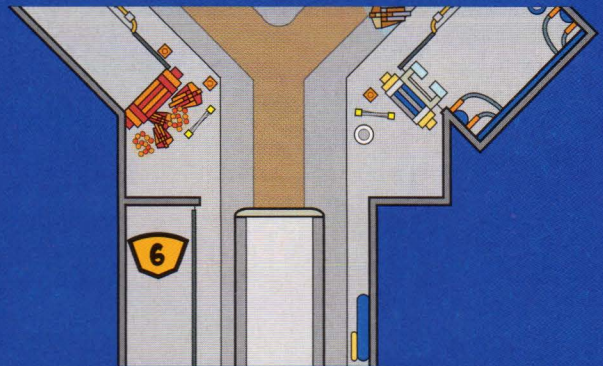
When the last train comes to a stop, change to Superman and use his heat vision to destroy the gold object on the wall near the train. Bits then tumble onto the track—build these to add a glowing orange handle to the front of the train.



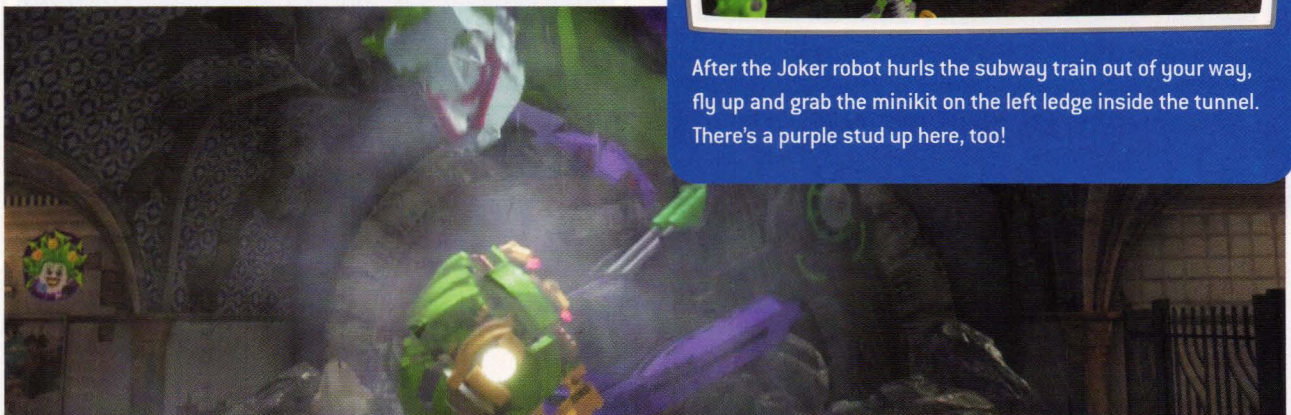
Use Superman's great strength to pull the orange handle and yank the train out from the tunnel. The Joker robot then reaches through the ceiling, grabs the train, and hurls it at the far left wall in a rage.

FREE PLAY

MINIKIT 6



After the Joker robot hurls the subway train out of your way, fly up and grab the minikit on the left ledge inside the tunnel. There's a purple stud up here, too!



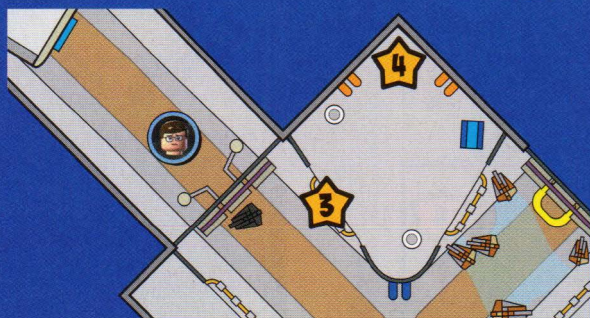
DELVING DEEPER



With the train out of your way, you're free to explore deeper into the tunnel. Go left at the fork and extinguish the flames with Superman so you may access a ladder.

FREE PLAY

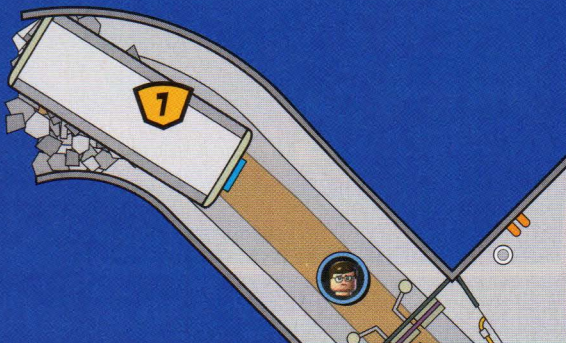
CITIZEN IN PERIL



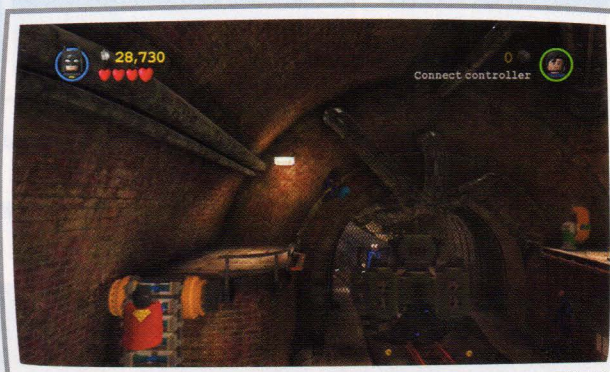
Use Lex Luthor's Deconstructor to banish the black debris to the left of the tunnel's fork. Then pull the glowing orange handle that the debris was covering to rip open a door and rescue a trapped citizen!

FREE PLAY

MINIKIT 7



After rescuing the trapped citizen, run to the end of the tunnel and switch to Cyborg. Pull open a train car's door with Cyborg's magnetic power to collect the minikit found within!



Toggle to Batman and climb the ladder, then jump and glide over to the right, again following a trail of studs to a ledge.

LEVEL 11: UNDERGROUND RETREAT



Jump and glide to the right again to reach another ledge that lies beyond an electrified area. Shatter the glass clamps to unfurl a ladder on this ledge.



Switch to Superman and climb the ladder that Batman has lowered. Use X-ray vision to peer through the wall here, then turn three valves within the wall to deactivate the nearby electricity.



Now that the electricity is gone, it's safe to drop from the ledge and approach the glowing orange handle in the nearby tunnel. Pull the handle to rip open a mechanical gate.



Before our heroes can explore beyond the gate, the giant steel arm of the Joker robot rips through the ceiling and grabs them. Struggle to break free of the monster's grip by rapidly tapping the Action button!



CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

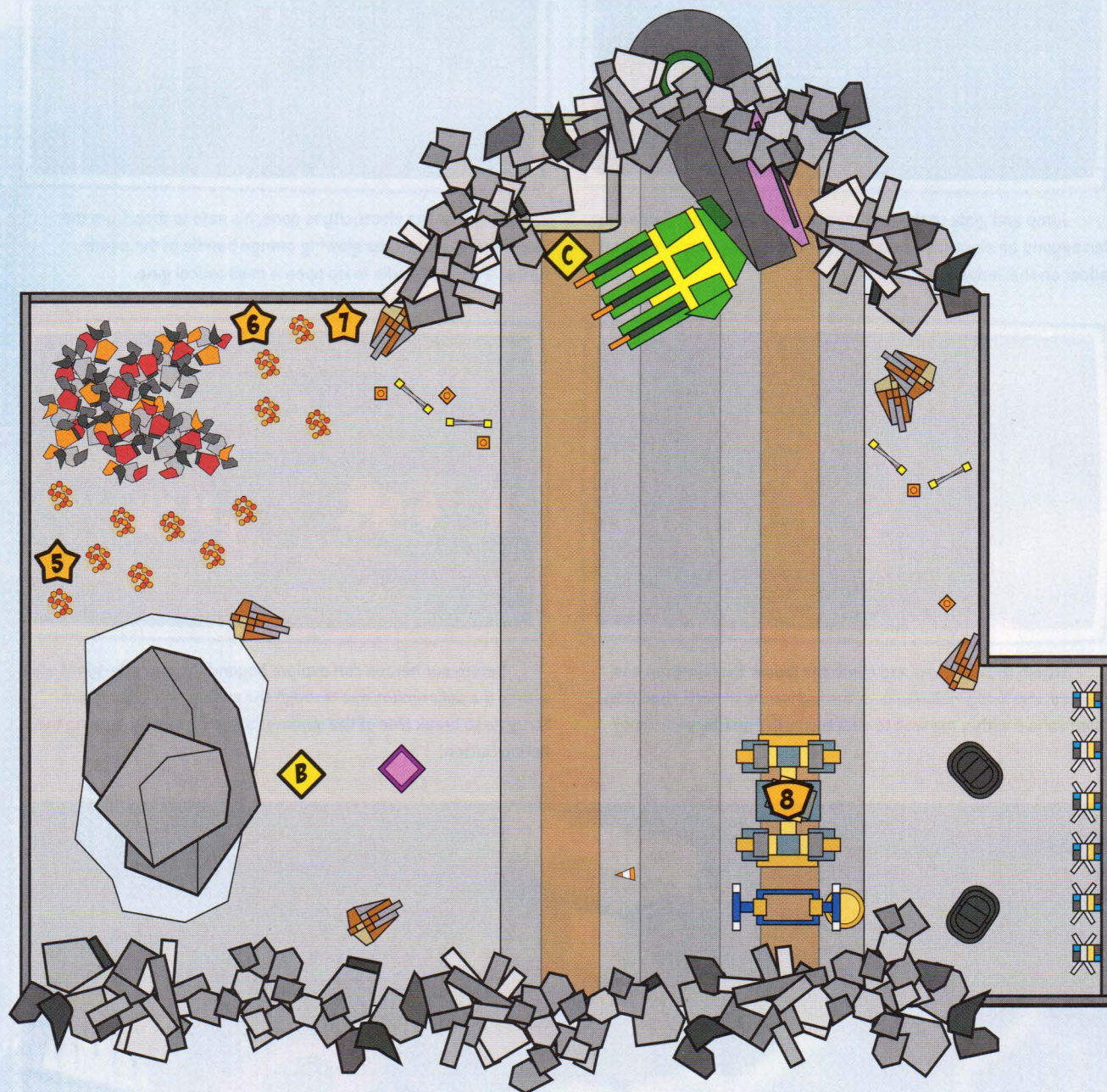
WALKTHROUGH

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OBJECTIVE 3: ESCAPE THE THIRD TUNNEL



You find yourself in another tunnel after escaping from the Joker robot's clutches. The mechanical monster isn't finished messing with you, though—run to the right, and its giant arm will smash through the ceiling again, preventing your escape.

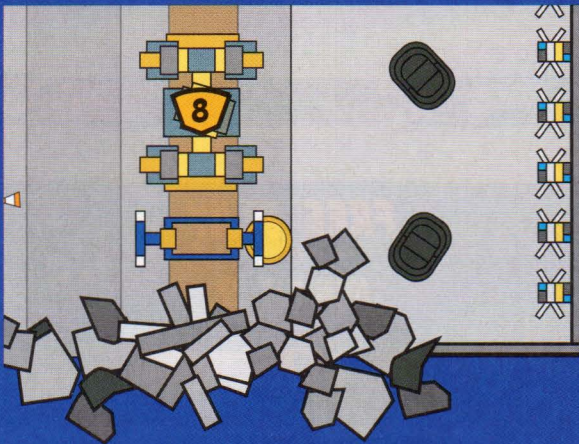


Overheat and destroy the gold object on the Joker robot's hand with Superman's heat vision, then flee from the electricity it fires at the ground. Repeat this with the next two gold portions of the robot's hand to at last scare away the frightening machine.



FREE PLAY

MINIKIT 8



In Free Play, there's another way to get rid of the Joker robot.

Begin by Deconstructing the black debris on the right side of the tunnel. The debris leaves bouncing black bricks behind.



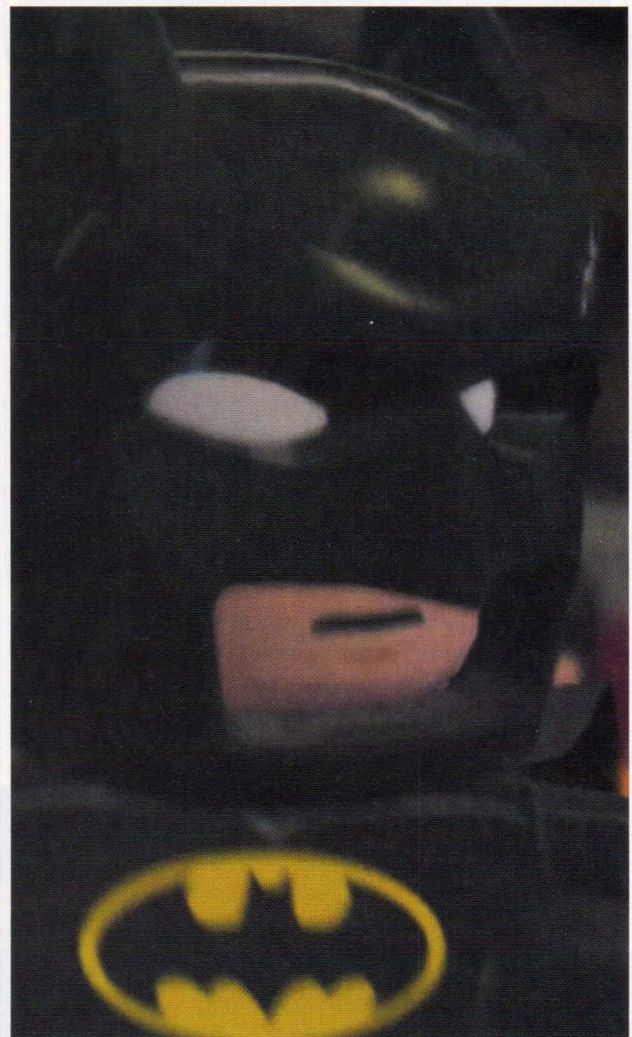
Only the Flash is fast enough to build Deconstructor bricks! Use the Flash to build the bricks into a handle for the nearby trolley, then push on the handle to shove the trolley toward the Joker robot.



The giant robot grabs the trolley and receives a nasty shock when crushing it. The Joker robot then flees, leaving behind a minikit that had been stashed inside the trolley. Thanks, pal!



After you rid the tunnel of the Joker robot's presence, the rear door of the background train opens. Head through to escape this third tunnel.



CHECKLISTS

LEGO GOTHAM CITY

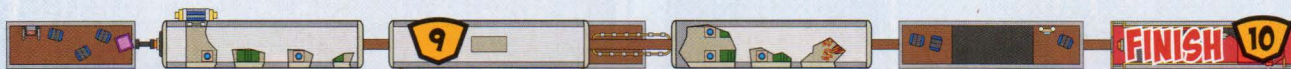
GOTHAM CITY

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OBJECTIVE 4: ESCAPE THE FINAL TUNNEL

Our heroes find themselves struggling to halt a speeding train. Smash your way to the right along the first car, then grapple the second car's pull handle to open the way forward.

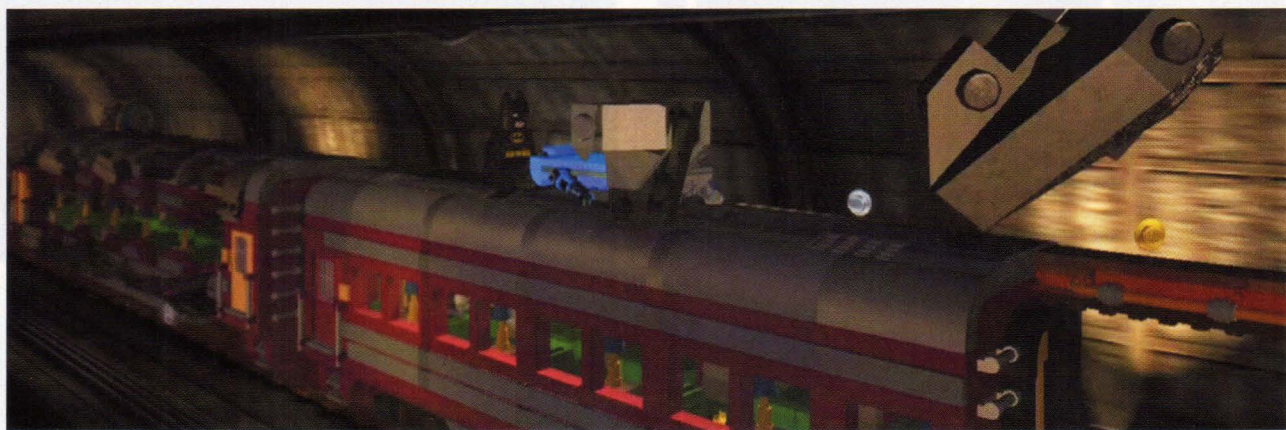


Cause more property damage on your way through the second car. Double-back afterward and climb the rear ladder to reach the roof. Then jump to the roof of the third car.



During Free Play, use Cyborg to open the magnetic hatch atop the third train car. Drop into the car to collect the minikit found within. Nice!

Cross the third car's roof and tiptoe along a narrow beam that spans the gap to the fourth car. Drop inside and blow out the fire at the car's far end with Superman's freeze breath.





Smash the fifth car's glowing crate to acquire some bricks that form a suit signal. Equip the Electricity Suit and drain the charge from the electric switch ahead to make it safe for Superman to cross.



Grab a hidden purple stud from the front of the train, then toggle to Batman and deposit the charge he's carrying into the nearby electric switch. This activates the brakes, bringing the thrill ride to end. Way to go, super hero!



Toggle to Superman and rip open the sixth car's rear door by pulling its glowing orange handle. This is the final car—hurry inside!



The final minikit is found atop the final train car. Fly up there and grab it before you complete the mission!



LEVEL 12: THE NEXT PRESIDENT

THE STORY THUS FAR...

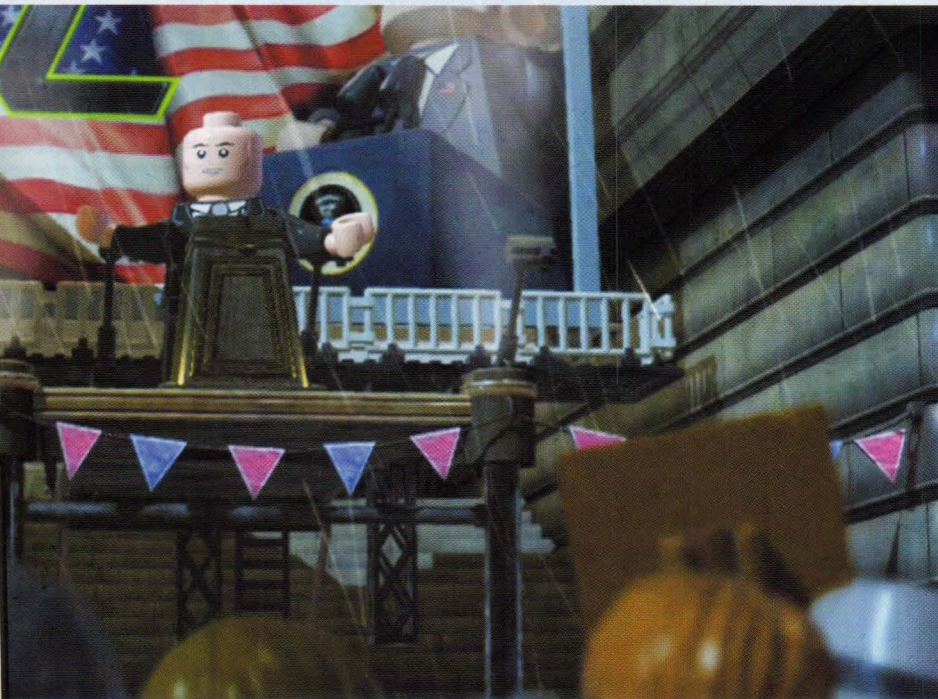
BATMAN AND SUPERMAN MAY HAVE ESCAPED THEIR PREDICAMENT IN GOTHAM CITY'S SUBWAY, BUT THAT MONSTROUS JOKER ROBOT IS STILL ON THE LOOSE! RACING TO CITY HALL, OUR HEROES FIND LEX LUTHOR IN THE MIDST OF HIS LAUGHABLE CAMPAIGN SPEECH - AND ALSO ARRIVE JUST IN TIME TO WITNESS THE JOKER'S MIND-ALTERING GAS WASH OVER THE CROWD OF UNSUSPECTING VOTERS! SOMETHING MUST BE DONE TO STOP THIS EVIL SCHEME!

STORY CHARACTERS



SUPER HERO STUD REQUIREMENT:

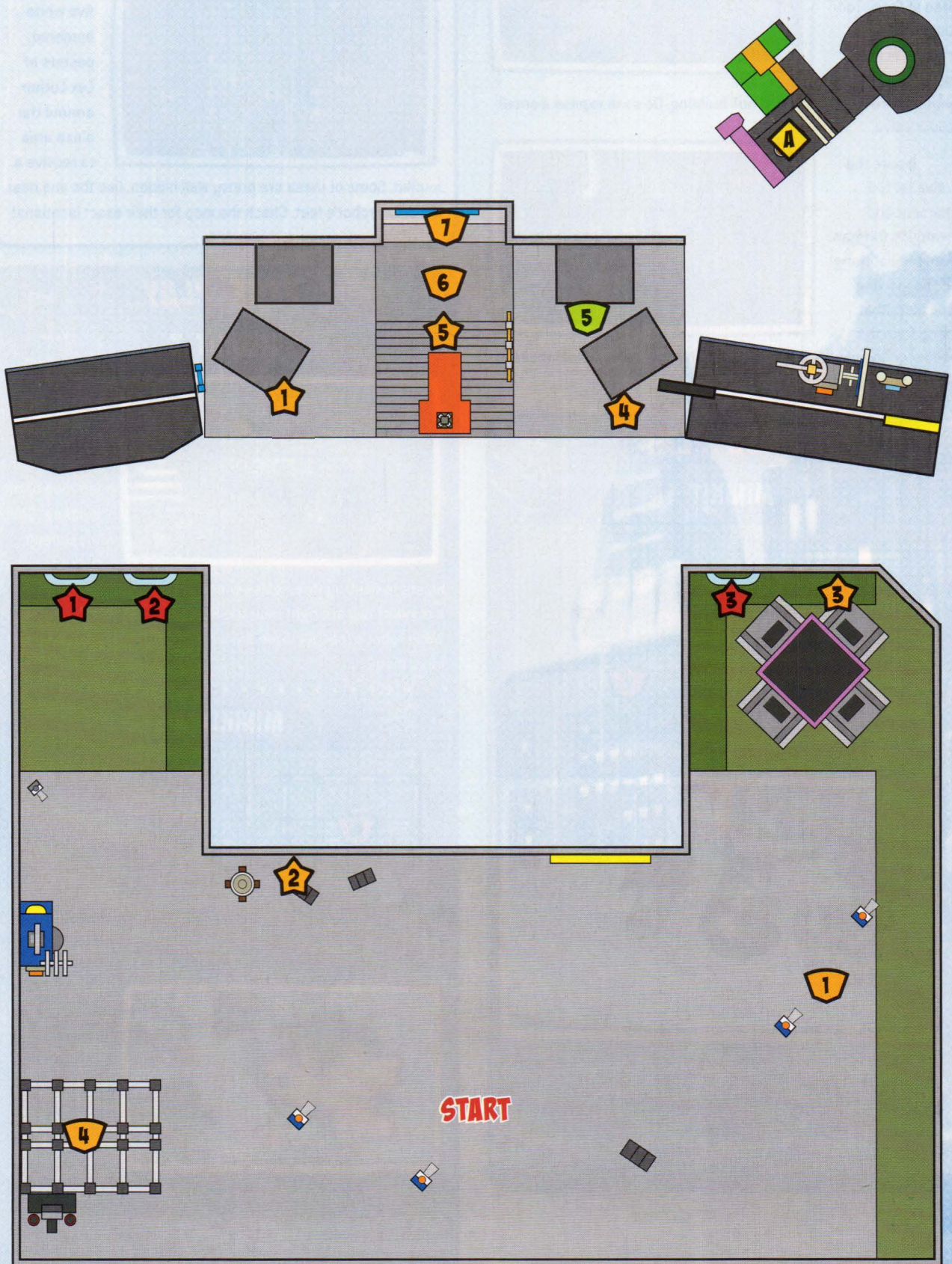
55,000



STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1		Free Play	Use Lex Luthor to Deconstruct the front of the news van on the far-right, then use Green Lantern to build the bricks that spill out.
2		Story	Destroy five white-bordered election posters of Lex Luthor around the City Hall building.
3		Free Play	Equip the Batsuit (only during Free Play) and shatter three glass windows around the City Hall building.
4		Free Play	Don the Sensor Suit (only during Free Play), become invisible, and then enter the nearby security cage.
5		Story	Hidden between the feet of the tall, horn-blowing statue to the right of the podium.
6		Free Play	Use Lex Luthor to Deconstruct the black object high up on the City Hall building. Fly up to the minikit.
7		Free Play	Fly up to the City Hall building's clock, then land and change to Cyborg. Manipulate the clock's magnetic hands.
8		Free Play	On the rooftop, destroy the silver container beneath the scaffolding near the Joker robot.
9		Free Play	On the rooftop, use Robin's Hazard Suit (Free Play only) to wash away the three puddles of goo.
10		Free Play	On the left side of the roof. Use the Acrobat Suit to activate the satellite array.
11		Free Play	On the rooftop, fly up to the magnetic flag pole, then use Cyborg to pull it close.

OBJECTIVE 1: CLEAR THE MIND-ALTERING GAS



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Superman still feels ill from his Kryptonite exposure, but that won't stop the Man of Steel from using his heat vision to carve a square in the gold panel on the side of the City Hall building. Do so to expose a small silver valve.

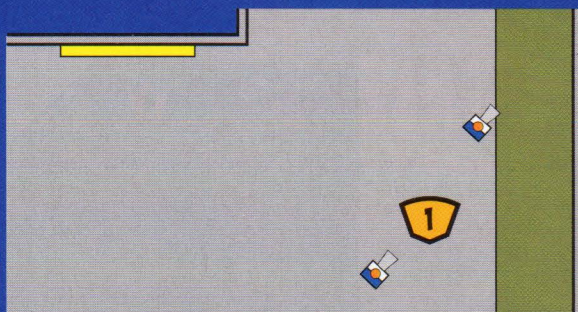


Ignore the valve for the moment and switch to Batman. Hurl his Batarang at the glowing speakers that hang from the railing on the plaza's left side to obtain some bricks. Build these to form a suit signal.



FREE PLAY

MINIKIT 1



During Free Play, switch to Lex Luthor and use his Deconstructor to rip apart the front of the news van on the far-right. Green LEGO bricks tumble out; toggle to Green Lantern and build these to add two large rockets to the van. After blast off, a minikit is left behind!

MINIKIT 2



Destroy five white-bordered posters of Lex Luthor around the plaza area to receive a minikit. Some of these are pretty well hidden, like the one near the Joker robot's feet. Check the map for their exact locations!

FREE PLAY

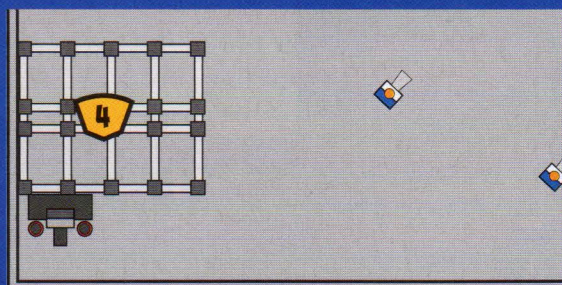
MINIKIT 3



During Free Play, a Batsuit signal will be present on the left side of the building. Grab the Batsuit, then fire sonic

blasts to destroy three glass windows—you're then treated to a minikit! Two are right near the Batsuit; the other is near the Joker robot's feet. All three are labeled on the map so you won't miss them!

MINIKIT 4



When revisiting this stage in Free Play, you'll notice a Sensor Suit signal to the left, obscured

by a cage. Slip into the Sensor Suit, then turn invisible and slip past the nearby security camera to claim the minikit from inside the cage!



Change into the Power Suit and then return to the silver valve that Superman exposed. Launch a missile to destroy the valve and release a torrent of water from the side of City Hall.

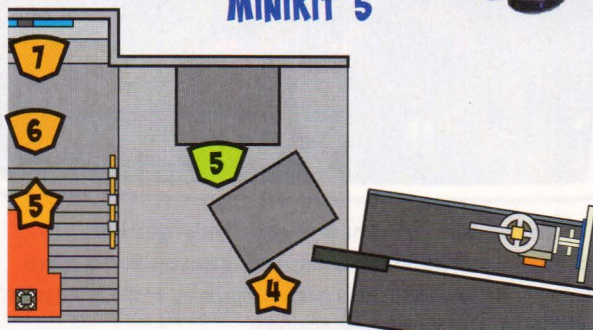
Switch to Superman and freeze the rushing water with freeze breath. Climb the ice wall to reach the balcony above.



TIP

Jump over the podium to reach the left balcony and claim a bunch of blue studs!

MINIKIT 5



Two tall, horn-blowing statues stand on either side of the podium.

After climbing the ice wall, check between the feet of the statue on the right to snag a hidden minikit!

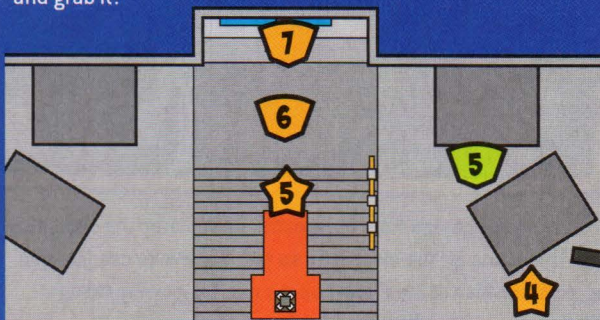


FREE PLAY

MINIKIT 6



After climbing the ice wall, toggle to Lex Luthor and unleash his Deconstructor on the black object high up on the City Hall building, just beneath the clock. A minikit pops out—fly up and grab it!



MINIKIT 7



Fly up to the clock atop City Hall and land near its magnetic hands. Change to Cyborg and manipulate the hands of the clock to cause a lightning strike that zaps off the clock tower, exposing a minikit!



Run to the right and fire Superman's heat vision to destroy a tall gold panel. This exposes an electrified section of wall that the Man of Steel can't scale.

Toggle back to Batman and build the bouncing bricks that fell after Superman destroyed the gold panel. This forms an Electricity Suit signal; grab the suit and then climb the electrified wall.



Drain the charge from the electric switch atop the climbable wall. This shuts off the electricity so that Superman can join you. Toggle to the Man of Steel and pull the nearby glowing orange handle to topple a radio tower.



Change back to Batman and tiptoe up the toppled tower. Grapple the overhead pull handle when you reach the top to yank down a ladder.



ARMED AND DANGEROUS



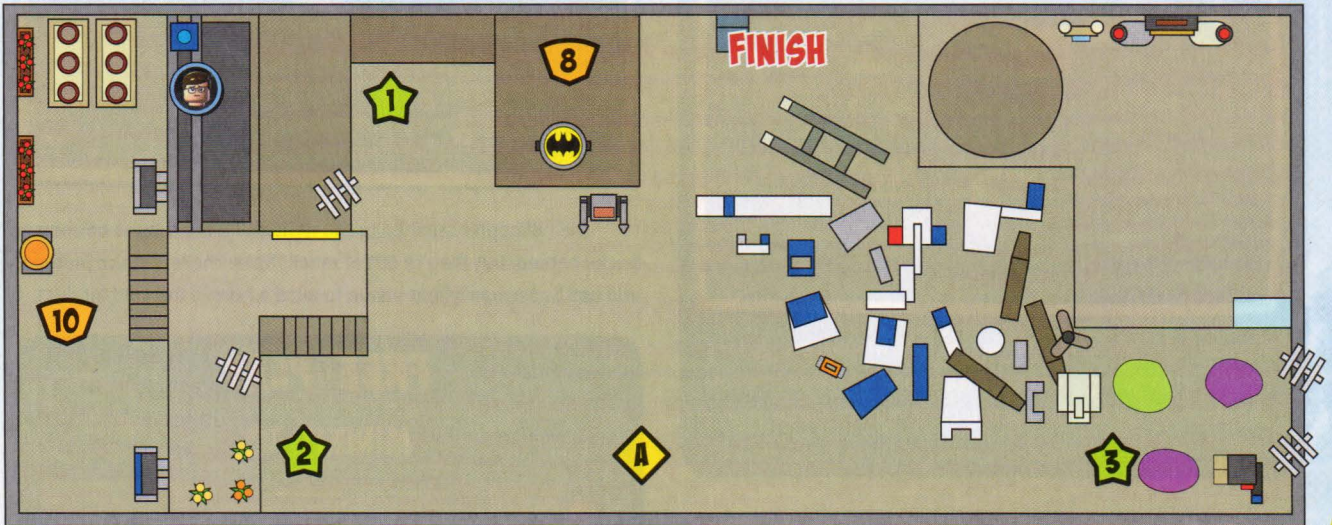
Climb the ladder to reach the Joker robot's arm. Stand on one of the arm's two buttons, then switch to Superman and position him on the other button. The arm then moves close to the robot's gas-spewing flower brooch!



The flower brooch is made of gold. That's right! Use Superman's heat vision to destroy it and stem the flow of mind-altering gas. You must do this quickly, however, or the Joker robot's arm will return to its previous position.



OBJECTIVE 2: DESTROY THE FLOWER BROOCH



The Joker robot swings its fists in a wild rage, smashing off the roof of City Hall and forcing our heroes to do battle on the battered rooftop. Beat down the host of goons that ambush you on the rooftop, then stack the bouncing bricks to the right to rebuild a downed police helicopter.



During Free Play, a Power Suit signal appears beneath the rooftop scaffolding. Claim the Power Suit, then destroy the nearby silver water tank to reveal a hidden minikit!

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FREE PLAY

MINIKIT 9



Toggle to Robin and claim the Hazard Suit, which also appears on the rooftop during Free Play. Clean up the three puddles of toxic waste on the roof. A squeaky-clean minikit will be your prize!



Snag the repaired helicopter's grapple handle to zip up close, then climb into the pilot's seat.



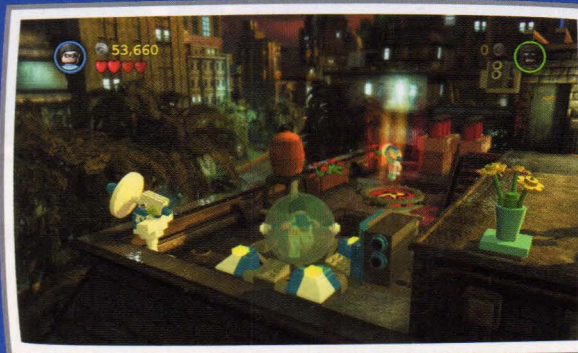
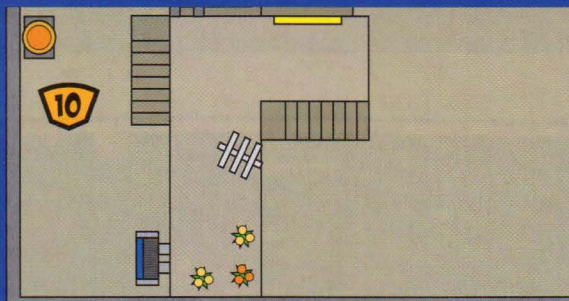
Fly up and shine the helicopter's searchlight into the Joker robot's eyes until it becomes blinded and knocks the helicopter for a loop.



The helicopter crashes to the right and leaves some bouncing bricks behind, but they're out of reach. Scale the left stairs instead and use Superman's heat vision to slice a hole in the gold air duct.

FREE PLAY

MINIKIT 10

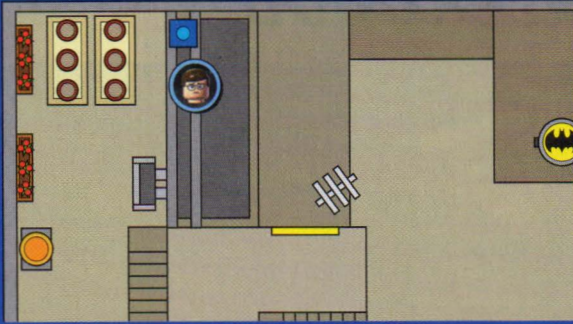


You'll find an Acrobat Suit signal on the roof's left side during Free Play. Switch to Robin, claim the Acrobat Suit, then curl into an acrobat ball and roll onto the nearby socket.

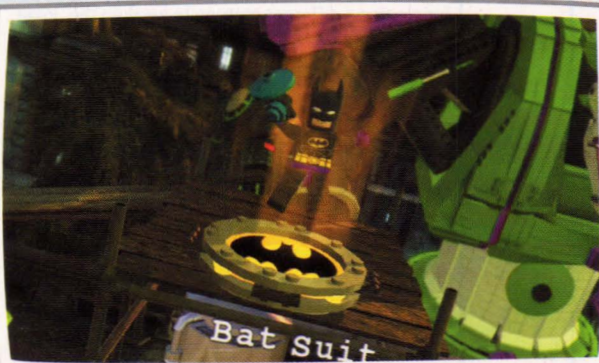


FREE PLAY

CITIZEN IN PERIL



Save this stage's imperiled citizen by flying up to the magnetic flag pole above the gold air duct. Toggle to Cyborg and use his magnetic powers to pull the flag pole toward you and rescue the poor citizen who's clinging on for dear life!



Change back to Batman and run through the air duct to reach a Batsuit signal. Now you can glide over to the remains of the downed helicopter!

TIP

Jump up and grab the studs on the roof above the air duct. One of them is purple!

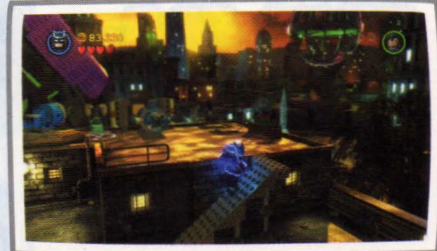


Build the helicopter's bouncing remains into a spot light that's linked to a power generator. The light isn't on, however, because there's no power!

Use the sonar gun to shatter the nearby glass object and obtain some bricks. Stack these to create a narrow ramp that leads up to the spotlight. Now you don't need to glide over to this section of the rooftop anymore!



Scale the roof's left stairs again and trade your Batsuit for the Electricity Suit you were previously wearing. Then simply run back over to the right and climb the narrow ramp you just built to return to the spotlight.



Deposit the Electricity Suit's charge into the electric switch near the spotlight to make it shine. Direct the spotlight's beam at the Joker robot's eyes to blind it once more.



Enraged, the Joker robot leans forward and slams its fist down on the roof. Now its gas-spouting flower brooch is within your grasp! Switch to Superman and use his mighty strength to pull the brooch's glowing orange handle, ripping it apart. No votes for you, Lex!



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LEVEL 13: CORE INSTABILITY



THE STORY THUS FAR...

THANKS TO THE HEROIC EFFORTS OF BATMAN AND SUPERMAN, LEX LUTHOR WON'T BE CHEATING HIS WAY INTO THE WHITE HOUSE ANY TIME SOON. BUT THAT TERRIBLE JOKER ROBOT IS STILL ON THE RAMPAGE! NOW OUR HEROES MUST STRUGGLE TO RID GOTHAM CITY OF THIS MONSTROUS MENACE!

STORY CHARACTERS

BATMAN



ROBIN



SUPER HERO STUD REQUIREMENT:

90,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	—	Story	Topple three different statues to weaken the Joker robot.
2	—	Story	Shoot Two-Face's jeep, which appears just moments after the level begins.
3	—	Story	Destroy 10 spotlights along the streets.
4	—	Story	Aim high and shoot down a large billboard on the right side of the street.
5	—	Story	Aim high and blast another large billboard on the street's left side.
6	—	Story	Blast a taxi that's parked on the left side of the road.
7	—	Story	Shoot the large key in the hand of a giant LEGO statue that doesn't have a silver base.
8	—	Story	After damaging the Joker robot for the first time, destroy Two-Face's jeep again.
9	—	Story	Destroy the five large purple barrels that line the streets after you damage the Joker robot.
10	—	Story	Shoot down the low-flying helicopter that appears after you damage the Joker robot twice.
11	—	Story	Stuck in a LEGO tree on the right side of the road (shoot the tree).

OBJECTIVE: HALT THE ROBOT'S RAMPAGE



Look out—that Joker robot is hot on your heels! In order to damage the Joker robot, you must first make it vulnerable. Begin by blasting the silver base of one of the LEGO statues as you speed through the streets of Gotham.

CAUTION

The Joker robot fires purple homing missiles. Shoot these down before they zero in!



Destroying the LEGO statue's silver base causes the statue to topple into the street. The Joker robot then smashes into the obstacle, and its core becomes vulnerable!

Fire on the Joker robot's exposed core to inflict steady damage. Keep it up until the monstrous machine collapses!



NOTE

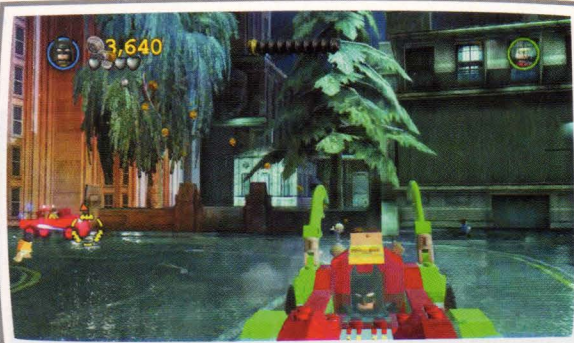
Once you've toppled a LEGO statue, the others cannot be shot down until you damage the Joker robot. (Their silver bases temporarily disappear.)

MINIKIT 1



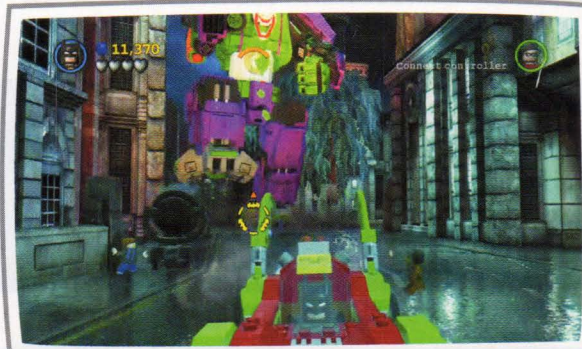
Keep track of the LEGO statues you topple. There are three different statues in the city, but they reset each time you damage the Joker robot. Bring down all three different LEGO statues over the course of this mission to earn a minikit!

MINIKIT 2



Two-Face joins the chase moments after this mission begins. Blast his jeep until it explodes to receive a minikit. Take that!

MINIKIT 3



Destroy 10 spotlights that line the streets as you flee from the raging Joker robot. Don't worry if you miss any; you can just keep circling around the city until you get them all!

MINIKIT 4



As you circle around the city, aim high and shoot down a large billboard on the right side of the street. You'll receive a minikit for your trouble!

MINIKIT 5



Look for a second billboard on the left side of the street. Blast this billboard as well to earn another minikit!

MINIKIT 6



Destroy a taxi that's parked along the left side of the street to chalk up another minikit. This one can be tricky, and it may take a couple of laps to finish the job!

MINIKIT 7



As you round one corner, you can't help but notice a large LEGO statue that doesn't have a silver base. This one's holding a large key—blast that key to claim a minikit!

CITIZEN IN PERIL



A hapless citizen has sought shelter in a LEGO tree, but is now stuck! Blast the tree, which is found on the right side of the street after the very first curve, to rescue this poor soul.



The Joker robot doesn't give up easily, and quickly covers its core after you damage it for the first time. Topple another LEGO statue to expose its core again, then unload on it!

TIP

Remember to knock over a different LEGO statue each time you wish to damage the Joker robot. It's the only way to claim Minikit 1!

MINIKIT 8



Two-Face makes another appearance after you damage the Joker robot for the first time. Destroy his jeep again to put an end to this menace!

MINIKIT 9



Large, purple barrels appear along the street after you damage the Joker robot for the first time. Destroy all five of these barrels to claim another minikit!

MINIKIT 10



A helicopter hovers to the right side of the street, but only appears after you've damaged the Joker robot twice. Shoot down this whirlybird to score your final minikit!



Topple a third LEGO building and pepper the Joker robot's core for a third time to bring its rampage to a stop. Great job, hero!

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

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INTRODUCTION

LEVEL 14: TOWER DEFIANCE

THE STORY THUS FAR...

WITH HIS ELECTION CAMPAIGN IN A SHAMBLES, LEX LUTHOR HAS LITTLE LEFT TO ACCOMPLISH IN GOTHAM CITY. NEVERTHELESS, LEX DECIDES TO USE HIS DOOMSDAY ROBOT FOR ONE LAST ANTIC: THE DESTRUCTION OF WAYNE TOWER! UNFORTUNATELY FOR LUTHOR, THE JOKER ROBOT'S RAMPAGE HAS DRAWN PLENTY OF ATTENTION, AND THE ENTIRE JUSTICE LEAGUE IS NOW ON THE CASE!

STORY CHARACTERS



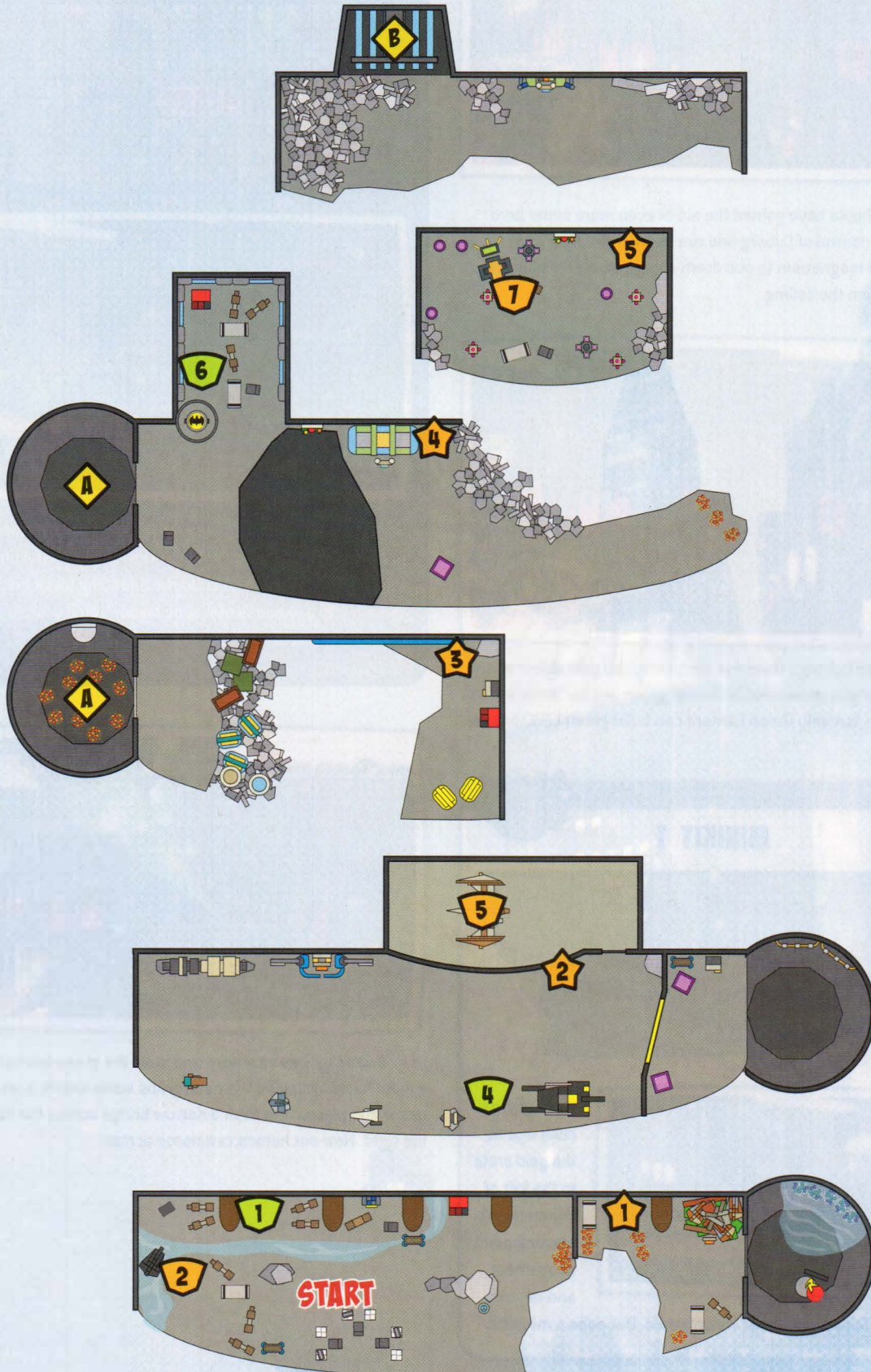
SUPER HERO STUD REQUIREMENT:

50,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Story	Use Cyborg's laser eye to destroy the gold crate near the starting point.
2	2	Free Play	Use Lex Luthor's Deconstructor to rip apart the black object near the starting point, then use the Flash to rebuild the black LEGO bricks.
3	1 to 5	Free Play	Use Aquaman to wash away five patches of Joker graffiti around the offices.
4	4	Story	On the second floor, ride on the small Batwing amusement ride beyond the gold wall.
5	5	Free Play	Deconstruct the black door beyond the gold wall, then Deconstruct the Batwing beyond.
6	6	Story	After being blown up the elevator shaft, search behind the Electricity Suit signal.
7	7	Free Play	Use Poison Ivy to travel through the flower bed on the wall near the electrified floor. Destroy four objects with pink lights in the secret room you visit.
8	8	Story	Use Robin's Hazard Suit to fill the water tank near the rooftop's starting point, then use Green Lantern to collect the minikit from the neighboring tank.
9	9	Story	Fly up and destroy the generator on the scaffolding to the left of the Joker robot's third and final rooftop position.
10	10	Free Play	Deconstruct the black wall to the right of the Joker robot's third and final rooftop position.
11		Story	On the scaffolding to the left of the Joker robot's final rooftop position.

OBJECTIVE 1: ACCESS THE ELEVATOR



CHECKLISTS

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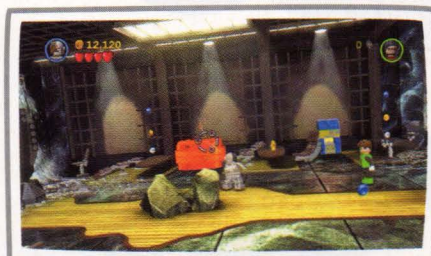


Batman and Robin have gained the aid of even more super hero friends. Take control of Cyborg and run to the right, then use his powers of magnetism to pull down a large cluster of blue machinery from the ceiling.



Next, use Cyborg's laser eye to destroy the gold object on the blue machinery to reveal a collection of green bricks. These bricks are bouncing, but only Green Lantern can build green LEGO bricks like these!

MINIKIT 1

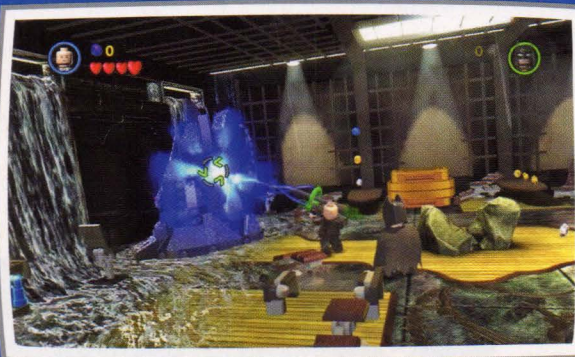


Fire Cyborg's laser eye at the gold crate to the left of the mission's starting point to overheat and destroy

it, just like Superman's heat vision would. Out pops a minikit!

FREE PLAY

MINIKIT 2



During Free Play, select Lex Luthor and use his Deconstructor to rip apart the black object near the mission's starting point. Change to the Flash and build the bouncing black bricks that remain into a likeness of Wayne Manor. You'll score a minikit for your troubles!



Switch to Green Lantern and build the green bricks to form a giant hand. Watch as the hand grabs some debris from the floor below and places it to form a narrow bridge across the fiery gap to the right. Now our heroes can tiptoe across!

FREE PLAY

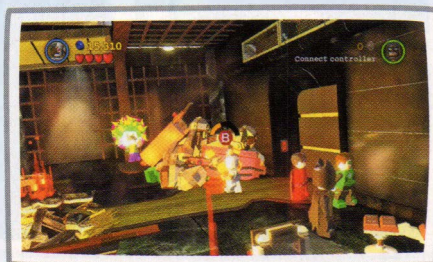
MINIKIT 3

Toggle to Aquaman and spray water at the graffiti on the wall beyond the fiery pit. Just keep

spraying until the graffiti is washed away. Find and clean up a total of five patches of graffiti in this stage to score a minikit! Check the maps to see where they're located.



Use Cyborg's great strength to pull the glowing orange handle you discover beyond the pit. This exposes some debris; smash it to find more bouncing green bricks.



Have Green Lantern build the green bricks into a massive hammer that swings and smashes through the nearby wall. Defeat the goons on the other side, then build some normal LEGO bricks into a suit signal for Robin.



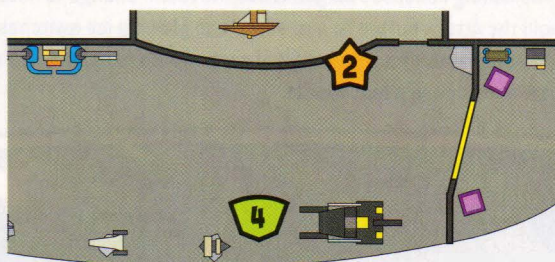
Toggle to Robin and change into the Ice Suit. Freeze the nearby waterfall so that our heroes can climb to the next floor.

CLIMBING HIGHER



Switch to Cyborg after climbing the ice wall and use his laser eye to carve a large hole in the gold wall that blocks your progress. Beat down the goons in the room beyond.

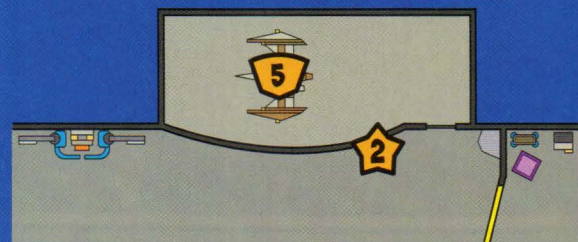
MINIKIT 4



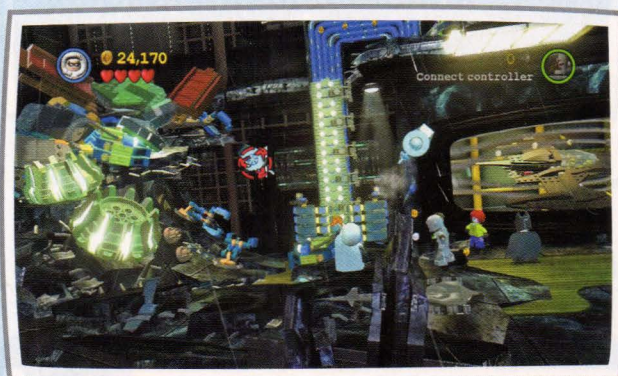
Beyond the gold wall, hop aboard the small Batwing amusement ride in the foreground to score lots of studs—and make a minikit blink into view nearby!

FREE PLAY

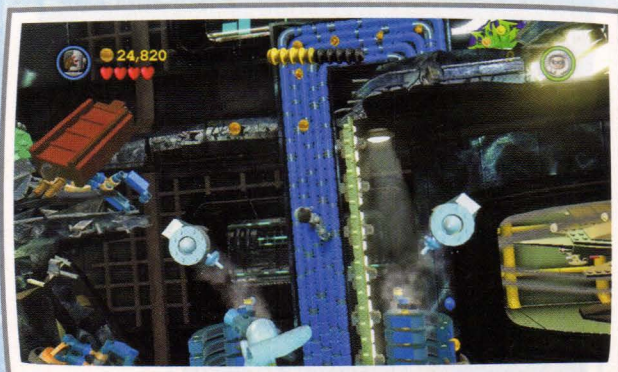
MINIKIT 5



Use Lex Luthor to Deconstruct the black door beyond the gold wall. Enter the small room beyond, then Deconstruct the Batwing back here to obtain another minikit!



The ceiling collapses as you cross the room. Change to Robin and hold the Attack button to aim at the two glowing ice switches on the nearby wall. Fire a snowball at each switch to open a pair of shutters and expose a pull handle.



Grapple the pull handle to reveal some magnetic blue piping that runs up the wall. Change to Cyborg and climb up to the floor above. Green Lantern can simply fly up and join you. Must be nice!



Run to the foreground and destroy two gold crates with Cyborg's laser eye. Green bricks are left behind.



Use Green Lantern to fashion the green bricks into a spider that comes to life and goes on a rampage downstairs. The spider clears out some debris so that the Dynamic Duo can join you.



The debris destroyed by the spider also leaves some bouncing bricks behind. Build these into a suit signal for Batman.

Change to the Dark Knight and slap on the Power Suit. Run up the slope to the left and fire a homing missile to destroy the silver wall above.





There's an elevator beyond the silver wall. Have Robin extinguish the flames with his ice cannon, then take aim and blast the ice switch on the wall above to expose a pull handle.



Grapple the pull handle to start a giant floor fan that blows our heroes all the way up the elevator shaft.

OBJECTIVE 2: REACH THE ROOF

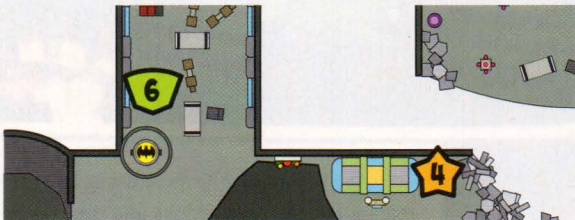


After soaring up the elevator shaft, launch another snowball at the nearby ice switch to gain access to a suit signal for Batman. Toggle to the Caped Crusader and change into the Electricity Suit.

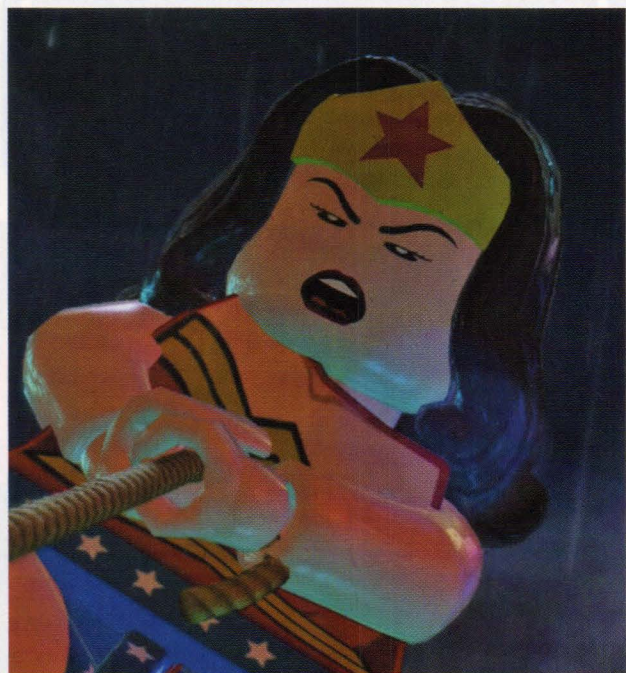


Cross the electrified floor to the right and drain the charge from the electric switch beyond. Now the rest of the super heroes can join you.

MINIKIT 6



Run into the background area and search behind the Electricity Suit signal to snag a hidden minikit. Sneaky!



FREE PLAY

MINIKIT 7



Use Poison Ivy to travel through the flower bed on the wall near the electrified floor. Only Poison Ivy can travel through such portals!



You emerge in a secret room. Smash the four spherical objects with pink lights here to receive a minikit. Lovely!



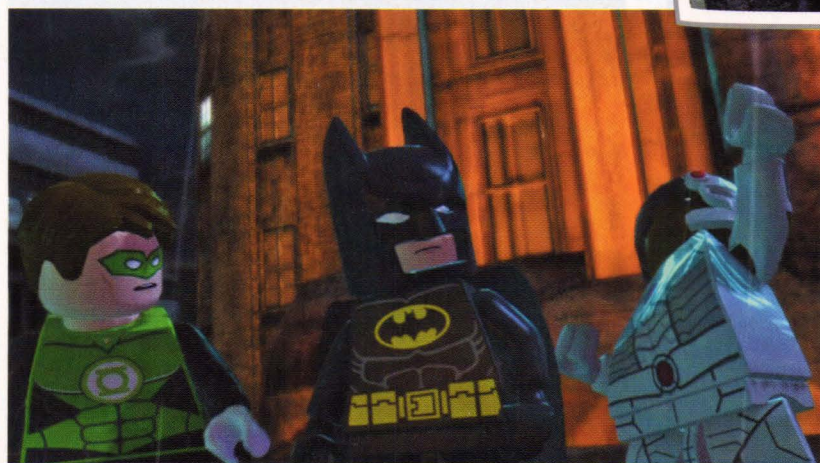
Switch to Robin and sprint up the slope to the right. Put out fires that get in your way as you make for the floor above.



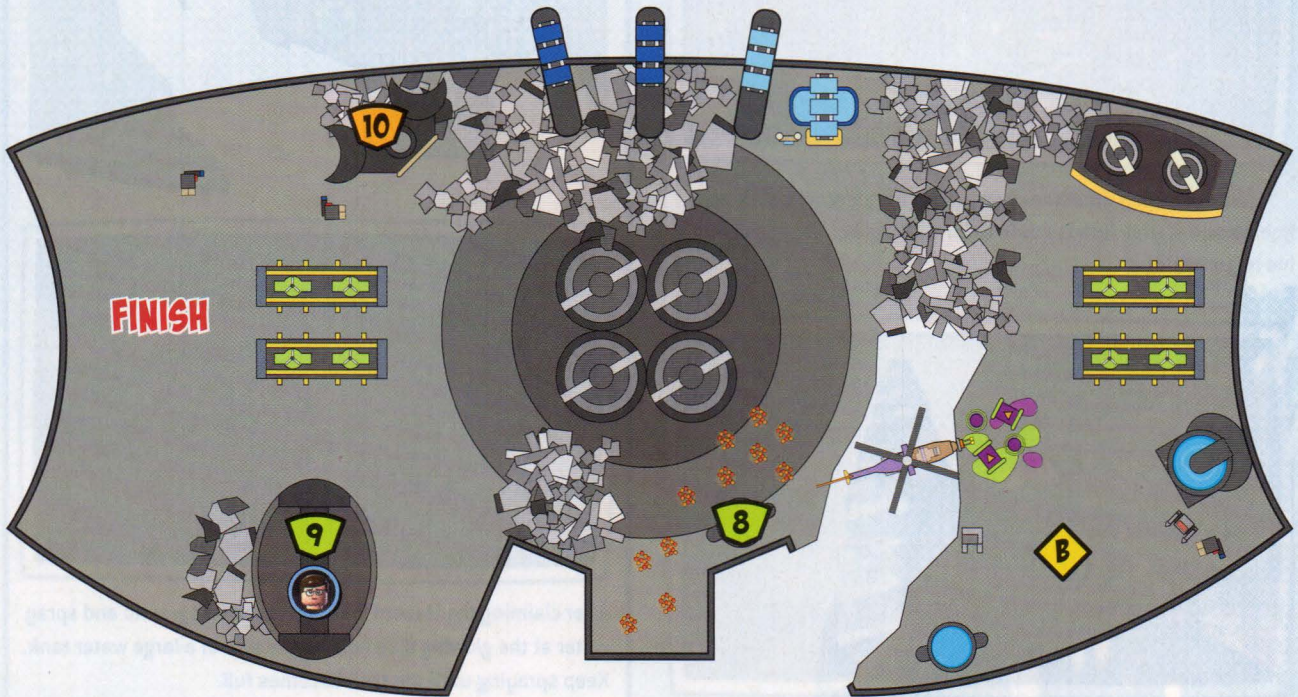
Toggle back to Batman and deposit the charge he's carrying into the electric switch you find atop the slope. This fires up a generator above you and causes some green bricks to tumble down.



You know the drill! Have Green Lantern manipulate the green bricks and create a pair of airplanes; these quickly fly around and smash into the giant background fan, destroying two of its three blades. Wait for the remaining blade to spin past, then jump into the fan to reach the stairwell beyond it, which leads up to the roof.



OBJECTIVE 3: DEFEAT THE JOKER ROBOT



Like the rest of Wayne Tower, the rooftop is a mess. Destroy the nearby air conditioning unit to discover some green bricks, then use Green Lantern to build these into a truck that rams into the Joker robot's hand, enticing it to flee to the left.



Switch to Cyborg and use his laser eye to carve a circle around the gold ventilation unit that the Joker robot was previously holding onto. This exposes a suit signal for Robin, but it's surrounded by electricity.

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Have Batman drain the charge from the electric switch near Robin's suit signal. Now it's safe for the Boy Wonder to slip into his Hazard Suit!



Hold the Attack button to aim Robin's water cannon at the toxic waste that surrounds the nearby purple barrels. Destroy the barrels afterward and spray water to mop up the lingering toxic waste.

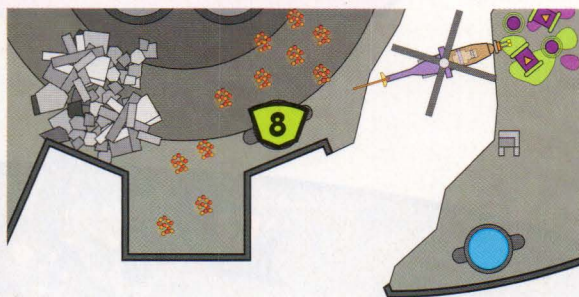
TIP

You can fill Robin's water tank by standing in the small puddle of water on the right.



With the hazardous waste washed away, toggle to Cyborg and pull the glowing orange handle on the nearby downed helicopter. The chopper falls into the fiery pit below it, but its propeller blades catch on the roof, forming a narrow bridge.

MINIKIT 8



After claiming the Hazard Suit, run to the foreground and spray water at the glowing blue hole on the side of a large water tank. Keep spraying until the tank becomes full.



Filling the large tank causes a neighboring tank to overflow, and a minikit rises to the top! Use Green Lantern to fly over and claim this prize.

GIANT JOY BUZZER

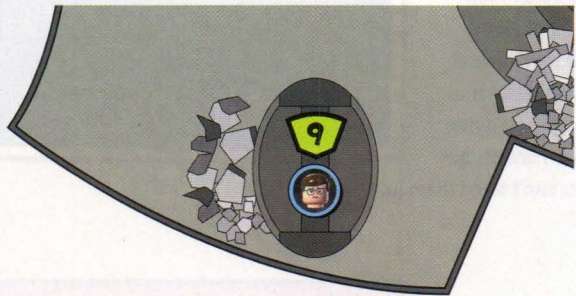


Take control of Batman and tiptoe across the propeller blade. Place the charge he's carrying into the charge switch near the Joker robot to juice up the nearby generator. The current runs up and jolts the Joker robot's hand. The nasty shock sends the metal monstrosity fleeing again.

Pursue the Joker robot and destroy the air conditioning units near its next position. Build the bricks that remain into a missile turret, then jump into the gunner's seat.

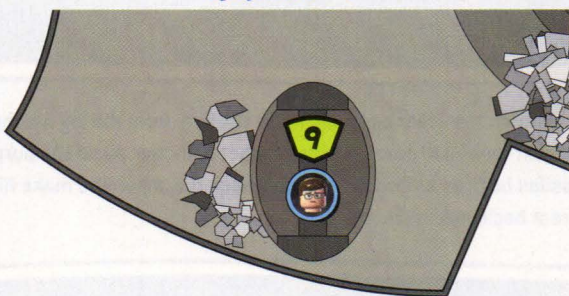


CITIZEN IN PERIL



Use Green Lantern to fly up and beat down the punks who are roughing up a helpless citizen on the scaffolding to the left of the Joker robot's third position. Heroes always find time to help the needy!

MINIKIT 9

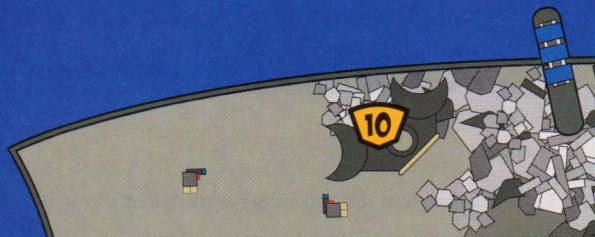


After the Joker robot retreats for the second time, destroy the generator on the scaffolding to the left of the robot's new position to discover a minikit. Only Green Lantern can fly up and reach this prize during Story mode!



FREE PLAY

MINIKIT 10



During Free Play, use Lex Luthor's Deconstructor to rip open a black wall that's located to the right of the Joker robot's third (and final) position. Run into the nook and grab your last minikit!



ROBOT BLASTING

Take aim and fire a missile at the Joker robot to damage it. The mechanical monster then coughs up some green bricks, but you can't build them just yet.



Blast the Joker robot three times to amass a huge pile of green bricks. Beat down the thugs the robot summons after each hit. When the bricks start bouncing, have Green Lantern create a train out of them that rams the Joker robot, at last knocking it off the tower.



OBJECTIVE 4: PURSUE THE JOKER ROBOT



You're not finished yet! Our heroes dive after the plummeting robot, fearlessly risking life and limb to halt the monster's free fall. Dodge chunks of debris and purple missiles that the Joker fires during this intense scene.

NOTE

Don't worry about running out of time; there's no chance of crashing before you complete your mission.

TIP

Fly into goons that drift by on balloons to score lots of studs!

You eventually land upon the Joker robot. Beat up the thugs that storm out to attack you, and do your best to avoid the deadly pies that the Joker hurls each time he pops up from one of the four leg hatches.



TIP

Green Lantern is the ideal character to use during this final segment—he can easily fly wherever you need him to go.



Watch the Joker carefully as he pops up from the leg hatches and wait for him to emerge with a rocket launcher. Avoid the purple missiles he fires as you move in to whack the Joker and make him retreat back into the robot.



Catch up to the Joker robot and hit the Joker three times to halt this dramatic downfall. What a rush!

LEVEL 15: HEROES UNITE

THE STORY THUS FAR...

THE JOKER ROBOT'S EPIC DESCENT FROM THE TOP OF WAYNE TOWER HAS CAUSED IT IMMENSE DAMAGE, YET THE MONSTROUS MACHINE STILL FUNCTIONS. THE TIME HAS COME FOR THE JUSTICE LEAGUE TO UNITE AND FINISH OFF THIS CRAZED CONTRAPTION ONCE AND FOR ALL!

STORY CHARACTERS



BATMAN



ROBIN



WONDER WOMAN



GREEN LANTERN



CYBORG



THE FLASH



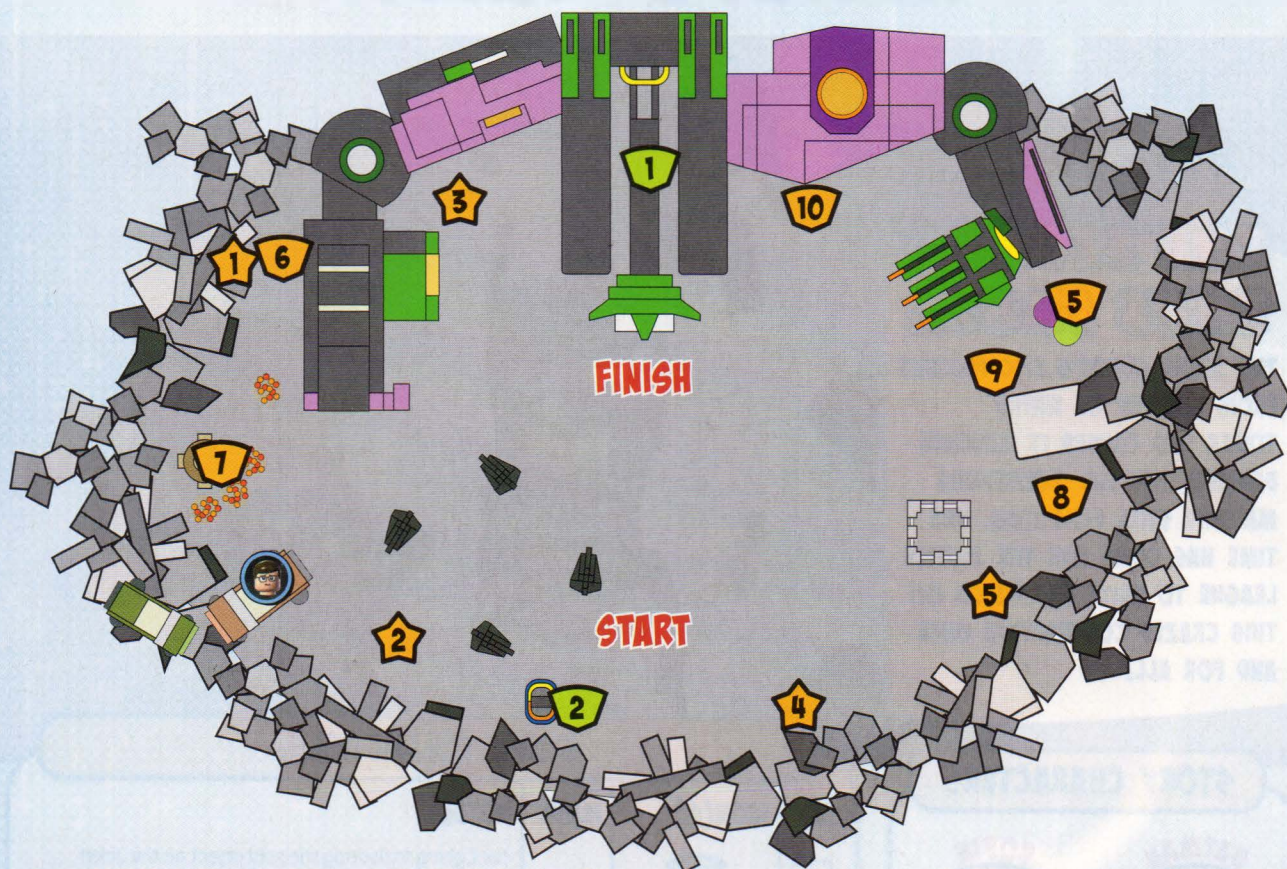
SUPER HERO STUD REQUIREMENT:

40,000

STAGE COLLECTIBLES

NO.	ICON(S)	MODE	NOTES
1	1	Story	Use Cyborg to destroy the gold object on the Joker robot's back (beyond its head), then fly up and claim the minikit.
2	2	Story	Rip open the foreground crate with Cyborg or Wonder Woman.
3	1 to 5	Free Play	Extinguish five small fires around the area.
4	—	Free Play	Use Superman to fly up high and destroy the helicopter's gold door.
5	5	Free Play	Use Aquaman to clear up the toxic waste near the Riddler box behind the robot's left arm, then use Riddler to open the box.
6	6	Free Play	Use the Joker to open the box behind the robot's right arm.
7	7	Free Play	Extinguish the flames around the LexBot transport pod to the left, then build the pull handle and grapple it.
8	8	Free Play	Use the Penguin's bomb goons to destroy the silver crate to the right, then build the bricks and call for a gun turret. Blast ten LexBots with the turret.
9	9	Free Play	Before disabling the Joker robot's left arm, use the Joker to power the electric switch on the right.
10	10	Free Play	After disabling the robot's left arm, use Aquaman to clean up the toxic waste left by the hydraulic fluid.
11		Free Play	Trapped in a car on the left. Shatter the window with Black Canary or Man-Bat.

OBJECTIVE 1: DESTROY THE JOKER ROBOT



This robot's reign is at an end! Take control of Cyborg and use his laser eye to destroy the gold crate to the right. Build the bricks that spill out to create a suit signal for Batman.

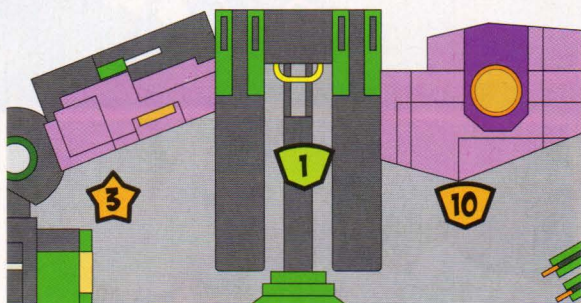


Claim the Electricity Suit, then wait for the Joker robot's left hand to open. Quickly jump onto the palm and use the electric switch before the hand closes again. This causes the robot's left arm to collapse, exposing some pull handles.

TIP

Fly around with Wonder Woman to grab a bunch of valuable studs. You'll find a purple stud floating way up high!

MINIKIT 1



Carefully fire Cyborg's laser eye at the gold object on the Joker robot's back (just beyond its head) to destroy it and reveal a minikit. Switch to Green Lantern or Wonder Woman, then fly up and claim your prize!



MINIKIT 2



Run into the foreground and use Cyborg or Wonder Woman to rip open the crate with the orange handle. You'll find a minikit inside!



FREE PLAY

MINIKIT 3



Use Superman to quickly fly around the area and extinguish five small fires with his freeze breath. Put out all five fires to make a minikit materialize! Check the map for each fire's location.

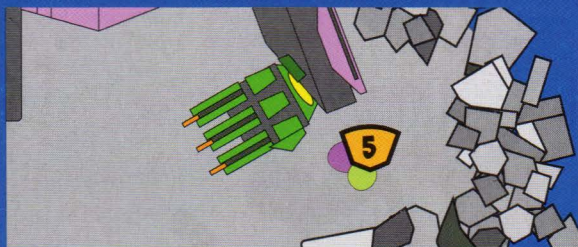
MINIKIT 4

Again, use the Man of Steel to fly up high and destroy the gold door of the overhead helicopter.



Hey, there's a minikit on that chopper! Fly close and collect it.

MINIKIT 5



Search behind the Joker robot's left arm to find a Riddler box that's surrounded

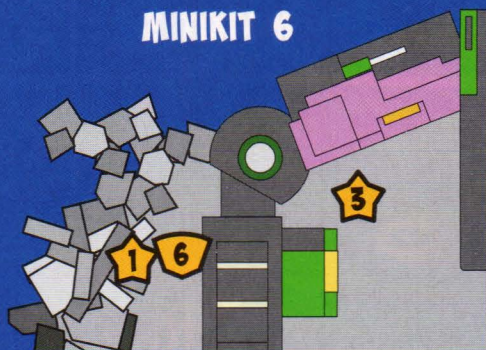


by toxic waste. Use Aquaman to clear off the box, then switch to the Riddler to crack it open and claim your minikit!

FREE PLAY



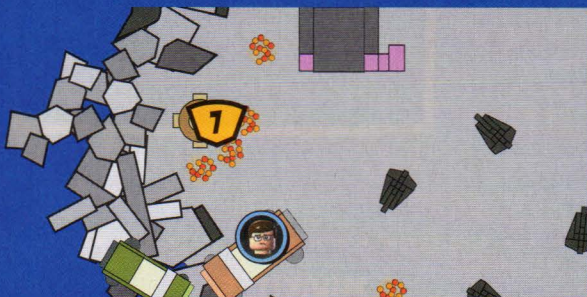
MINIKIT 6



Look behind the Joker robot's right arm to discover a box that only the Joker can open. You'll find a minikit inside!

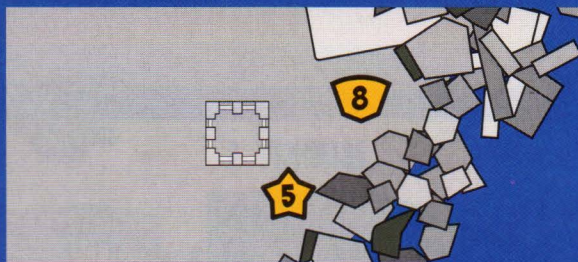


MINIKIT 7

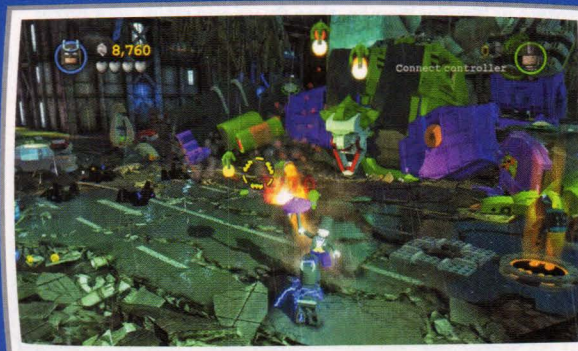


Put out the flames around the LexBot transport pod to the left, then build the bouncing bricks you discover to attach a pull handle onto the pod. Grapple this handle to rip open the pod's bay door and discover a minikit inside!

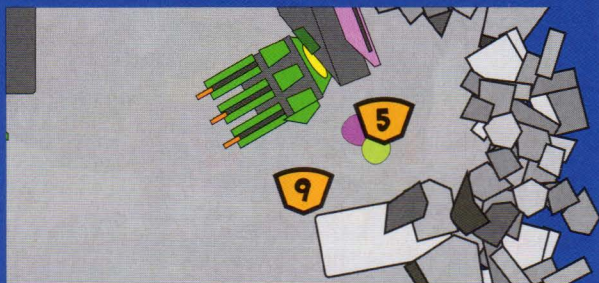
MINIKIT 8



Use the Penguin's wind-up bombs to destroy the silver crate on the stage's right side, then build the bricks that spill out to create a satellite relay. Use this to call down a gun turret that's flown in via helicopter.



Man the gun turret and unleash its powerful weaponry against the army of LexBots that descend from the sky. Blast and destroy ten LexBots with the gun turret to score a minikit!

FREE PLAY
MINIKIT 9


Before disabling the Joker Robot's left arm, toggle to the Joker Robot and activate the electric switch on the right, near a gold crate. This turns on the "Wayne" sign, causing a minikit to blink into view.


FREE PLAY
CITIZEN IN PERIL

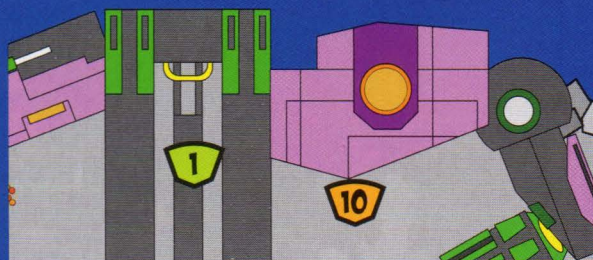

A citizen of Gotham is trapped inside a car on the left side of the area, near the foreground. Use Black Canary or Man-Bat to shatter the window and save this unlucky commuter!



Switch to Batman, Robin, or Wonder Woman and sprint over to the left arm's pull handles. Grapple them both to cause a short circuit that exposes a glowing orange handle on the robot's left shoulder.



Toggle to Wonder Woman and fly over to the orange handle. Pull the handle to drain hydraulic fluid from the shoulder and fully disable the robot's left arm.

FREE PLAY
MINIKIT 10


After draining the hydraulic fluid from the robot's left arm, switch to Aquaman and clean up the toxic spill. You'll earn a sparkly minikit for your efforts!


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THE RIGHT ARM



Deactivating the Joker robot's left arm causes it to rain down its remaining fist in a rage. Green LEGO bricks then come tumbling out of the robot's arm; switch to Green Lantern and shape these into a plunger that comes to life and rips off a large panel from the arm.



Build the bricks into a suit signal for Robin, then claim the Acrobat Suit. Take aim and toss Robin's Acrobat Pole into the pole socket on the Joker robot's right shoulder.



Toggle back to Cyborg and carve a circle out of the gold plate that Green Lantern's plunging has revealed. This exposes two pull handles; grapple and rip these out to expose some magnetic fuses.



Jump and grab the Acrobat Pole to yank the pole socket clean off the robot's shoulder. Hydraulic fluid then pours out, along with some green LEGO bricks.



Change back to Cyborg and yank out the magnetic fuses. This causes a major short circuit that sends out shock waves, which blast away nearby piles of rubble and expose some bouncing LEGO bricks.

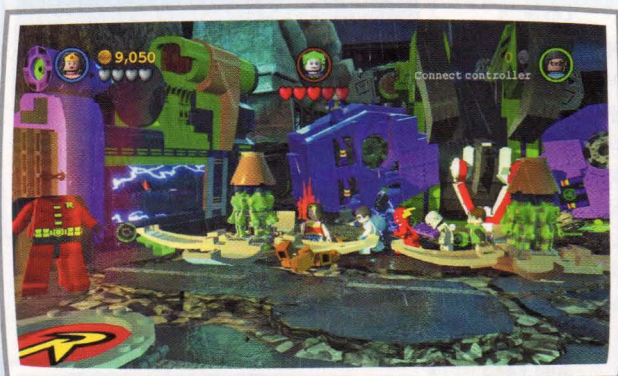


Switch to Green Lantern and manipulate the green bricks to fashion a hammer. The hammer swings and slams into the robot's head, smashing it to pieces and forcing the Joker to face the power of the Justice League all by himself!

OBJECTIVE 2: DEFEAT THE JOKER



The Joker's days seem numbered, but he's still got a few tricks up his sleeve. Any character that approaches the Joker will be joy-buzzed and unable to act. Quickly use another character to attack the Joker while he's busy buzzing your comrade; you'll knock off one of his health hearts!



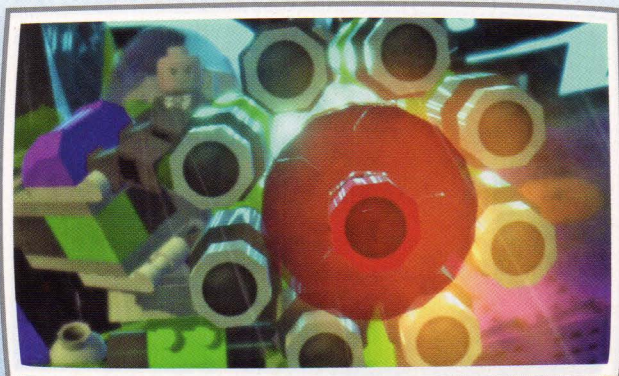
The Joker flees after suffering damage, and a shuttle pod deploys a number of LexBots onto the scene. Smash up these minor threats to force the Joker to return.



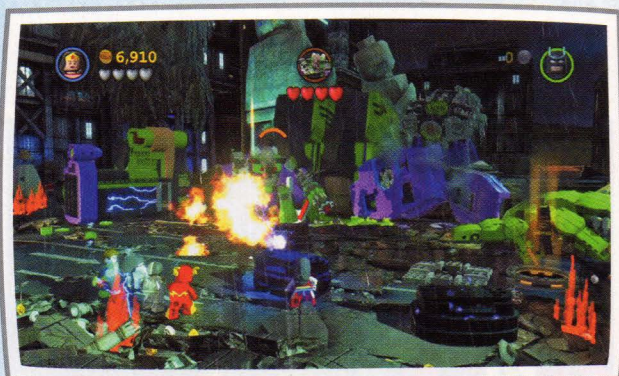
Continue attacking the Joker each time he starts to zap a hero and annihilating the LexBots that regularly drop in. Keep it up until the Joker runs out of tricks and you bring his reign of terror to an end!



OBJECTIVE 3: DEFEAT LEX LUTHOR



The Joker has played his last prank—now it's Luthor's turn to face the music. But Lex arrives in a hulking suit of power armor that our heroes can't seem to harm. There must be a way!



Hide behind one of the three black Deconstructor crates in the area and wait for Lex to fire his Deconstructor laser at you. The beam strikes the boulder instead, and tears it apart, leaving some LEGO bricks behind. Repeat this with the other two boulders to obtain enough bricks to build with.



Stack those bouncing bricks to form a ball socket with a satellite dish. This helps the Martian Manhunter establish a signal lock with the Justice League's mighty orbital space cannon!



Switch to Robin and roll onto the ball socket. Once you're locked in, roll to aim the space cannon's orbital targeter. Position the cannon directly over Lex, then press and hold the Attack button to call down a devastating beam of intense energy that burns away one of Luthor's health hearts.

LexBots appear and harass you after you finally harm Luthor. Use the space cannon to wipe out the LexBots quickly, then turn your focus back on Luthor. The LexBots will knock Robin out of the ball socket if they manage to get close!



Just keep punishing Luthor until his power armor collapses. Then switch to Batman and race over to finish off Lex. Only the Dark Knight can bring this battle to an end!



NOTE

Congratulations, you've beaten the game! Clearing the entire Story mode (as you've just done!) unlocks Free Play in Gotham City. Now you can explore the city with every hero and villain you've unlocked! See the next chapter for complete details on everything you can see and do in Gotham City.

UNLOCKING GOTHAM CITY

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GOTHAM CITY

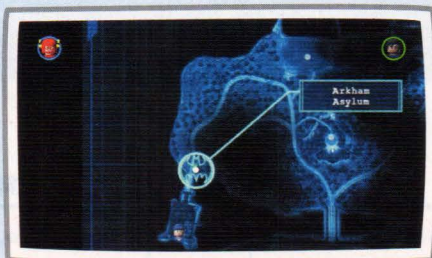
EVERY CITY HAS ITS SECRETS - SOME, MORE THAN OTHERS. IN *LEGO BATMAN 2*, THE WHOLE OF GOTHAM CITY SERVES AS A DARK AND SINISTER HUB AREA THAT ALLOWS ENDLESS HOURS OF FUN AND EXPLORATION. HERE WE REVEAL ALL OF GOTHAM CITY'S BEST-KEPT SECRETS, SHOWING WHERE EVERY UNLOCKABLE ITEM OF INTEREST IS FOUND!

Gotham City is a huge place, but your ability to explore the city is limited at first. New areas steadily become available as you unlock various sections of the city by completing the Story mode levels. Once you beat all of Story mode (all 15 levels), you'll gain total freedom to explore in Gotham City, as beating Story mode unlocks Free Play in the hub! At that point, you can freely change at any time to any character you've unlocked.

CLEARING THE SHROUD

The first thing you'll want to do after unlocking Free Play in Gotham City is to wipe away all of the shroud (black fog) from your Batcomputer map. Once all of this is gone, you'll be free to scan the entire city for goodies!

Simply fly around with Superman and search the horizon for red beams of light shining high into the sky. Land next to each of these red beacons to locate Batcomputer Remote Terminals stationed all throughout the city.



TIP

Double tap and hold the Jump button to gain a dramatic boost of speed while flying. You'll continue to soar at top speed as long as you hold down the button!

Each terminal you activate clears away some of the map shroud—and also reveals a nearby boss enemy! Activate every terminal across the city to wipe away all of the shroud and gain an unobstructed view of where each and every hidden goodie lies.



GOTHAM CITY NORTH



NORTH ISLAND BOSSES

DEFEATED?	ICON	BOSS	TYPE	NOTES	COST	PREREQUISITE
<input checked="" type="checkbox"/>	1	Poison Ivy	Normal	Chase Poison Ivy around the Botanical Gardens.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	2	Captain Boomerang	Normal	Enter Arkham Asylum through the main door, then smack him with a Batarang.	100,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	3	Harley Quinn	Normal	Just beyond the main (west) entrance to the Amusement Mile. Whack her with the Batarang.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	4	Scarecrow	Normal	Inside the big pumpkin at the end of Amusement Mile's north pier. Destroy the gas pumps, then beat him up.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	3	Lex Luthor	Normal	On top of the Yacht Club. Just beat him up.	250,000	Finish Story Mode
<input checked="" type="checkbox"/>	6	Mad Hatter	Waves	Outside of the Harborside Theater. Just beat him up.	100,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	7	Ra's Al Ghul	Normal	On a low roof near the north island's Metro Station. Just beat him up.	100,000	Finish Level 4: Asylum Assignment

NORTH ISLAND RED BRICKS

GOT IT?	ICON	NOTES	POWER	COST
<input checked="" type="checkbox"/>	1	While driving toward Arkham Asylum, look for a Riddler box in a cave in the cliffs to the east.	Regenerate Hearts	50,000
<input checked="" type="checkbox"/>	2	In a Joker box atop Arkham Asylum's main entrance (fly up to reach).	Disguises	50,000
<input checked="" type="checkbox"/>	3	In a Deconstructor crate in the Batcave. Fly into the foreground and to the right.	Attract Studs	50,000
<input checked="" type="checkbox"/>	4	In a Joker box on the raised area behind the Helter Skelter (giant slide) at the Amusement Mile.	Beep Beep	50,000
<input checked="" type="checkbox"/>	5	In a Joker box on the right side of the Harborside Theater entrance.	Fall Rescue	50,000
<input checked="" type="checkbox"/>	6	From the north island Metro, face east and move down the road, taking the second right you come to. At the end of this road, on the right, is a Deconstructor crate.	Studs x8	400,000

NORTH ISLAND GOLD DOORS

GOT IT?	ICON	CHARACTER	NOTES	GOLD BRICKS NEEDED	COST
<input checked="" type="checkbox"/>	1	Policeman	On the small security office near Arkham Asylum's Batcomputer Remote Terminal.	15	25,000
<input checked="" type="checkbox"/>	2	Alfred	Wayne Manor's front door.	35	125,000
<input checked="" type="checkbox"/>	3	Lois Lane	On a rooftop visited during Gold Brick 36's suit route, just west of the main road that leads to the Harborside Theater.	25	125,000
<input checked="" type="checkbox"/>	4	Dick Grayson	Use the grapple signal on the west side of the Harborside Theater entrance.	40	125,000
<input checked="" type="checkbox"/>	5	Black Canary	On a low roof on the south side of the Metro Station area. (Encountered during Gold Brick 43's suit route.)	150	500,000
<input checked="" type="checkbox"/>	6	Huntress	On a roof along Gold Brick 45's suit route.	50	125,000

NORTH ISLAND GOLD BRICKS

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	1	Property Damage	While driving toward Arkham Asylum, destroy the circle of green LEGO bushes off to the west in quick succession.
<input checked="" type="checkbox"/>	2	Property Damage	Destroy the line of LEGO trees along the dirt road that leads to the island's northwest ruins.
<input checked="" type="checkbox"/>	3	Suit Route—Batman (Power/Bat/Electricity)	In the stone maze inside Arkham Asylum.

NORTH ISLAND VEHICLES

GOT IT?	ICON	VEHICLE	NOTES	COST
<input checked="" type="checkbox"/>	1	Harley Quinn's Monster Truck	On the west side of the Gotham Funland Entrance parking lot.	1,000,000
<input checked="" type="checkbox"/>	2	Giant Dodgem	On the north side of the Gotham Funland Entrance parking lot.	500,000
<input checked="" type="checkbox"/>	3	LexCorp Limousine	Parked out front at the Yacht Club.	250,000
<input checked="" type="checkbox"/>	4	Batman Dodgem	In a back alley near the north island's Metro Station.	75,000
<input checked="" type="checkbox"/>	5	Pumpkin Car	At the far east end of the north island.	50,000

NOTE

You must complete Level 4: Asylum Assignment before you can unlock vehicles in Gotham City.

NORTH ISLAND CITIZENS IN PERIL

RESCUED?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	1	Venus Fly Trap	At the small ruins at the north end of the island's west coast, northwest of the Botanical Gardens.
<input checked="" type="checkbox"/>	2	Venus Fly Trap	Just to the west of Arkham Asylum's entrance.
<input checked="" type="checkbox"/>	3	Venus Fly Trap	Near the Botanical Gardens parking lot.
<input checked="" type="checkbox"/>	4	Venus Fly Trap	South of the Botanical Gardens, near the edge of the island.
<input checked="" type="checkbox"/>	5	Goons	Behind the Sock a Croc stand next to the Helter Skelter (giant slide) at the Amusement Mile.
<input checked="" type="checkbox"/>	6	Frozen	On the Harborside Theater's right side.
<input checked="" type="checkbox"/>	7	Fire Hydrant	Across the street from the north island's Metro Station.

NORTH ISLAND GOLD BRICKS, CONT.

GOT IT?	ICON	TYPE	NOTES
✓	6	Property Damage	Destroy the circle of green LEGO bushes just west of the Botanical Gardens in quick succession.
✓	7	Property Damage	Destroy a pair of rock piles to the east of the Botanical Gardens parking lot in quick succession.
✓	8	Property Damage	Destroy all of the cones in the Gotham Funland Entrance parking lot in quick succession.
✓	9	Game	Complete the first Hook a Duck game [1 of 3] at the Amusement Mile.
✓	10	Game	Complete the first Bat in a Bucket game [1 of 5] at the Amusement Mile.
✓	11	Game	Complete the first Sock a Croc game [1 of 3] at the Amusement Mile.
✓	12	Game	Ride the Helter Skelter (giant slide) at the Amusement Mile.
✓	13	Game	Complete the second Bat in a Bucket game [2 of 5] at the Amusement Mile.
✓	14	Game	Complete the second Sock a Croc game [2 of 3] at the Amusement Mile.
✓	15	Game	Complete the first Clown Spray game [1 of 3] at the Amusement Mile.
✓	16	Game	Complete the third Bat in a Bucket game [3 of 5] at the Amusement Mile.
✓	17	Game	Complete the second Clown Spray game [2 of 3] at the Amusement Mile.
✓	18	Game	Complete the second Hook a Duck game [2 of 3] at the Amusement Mile.
✓	19	Checkpoint Race (Sea)	Use the Batcomputer Remote Terminal at the Amusement Mile to call for any seacraft, then speed through the nearby buoy checkpoints.
✓	20	Game	Complete the third Hook a Duck game [3 of 3] at the Amusement Mile.
✓	21	Game	Complete the fourth Bat in a Bucket game [4 of 5] at the Amusement Mile.
✓	22	Game	Complete the third Sock a Croc [3 of 3] game at the Amusement Mile.
✓	23	Game	Win the Bumper Cars at the Amusement Mile by ramming into the other car until it breaks.
✓	24	Game	Ride the Tea Cups at the Amusement Mile.
✓	25	Game	Ride the Rocket Ride at the Amusement Mile.
✓	26	Game	Complete the third Clown Spray game [3 of 3] at the Amusement Mile.
✓	27	Game	Complete the fifth Bat in a Bucket game [5 of 5] at the Amusement Mile.
✓	28	Game	Ride the Roller Coaster at the Amusement Mile.
✓	29	Game	Ride the Ferris Wheel at the Amusement Mile.
✓	30	Property Damage	Use Superman to destroy the gold LEGO cap covering the end of one of the giant trumpet horns around the Harborside Theater [1 of 4].

GOT IT?	ICON	TYPE	NOTES
✓	31	Property Damage	Use Superman to destroy the gold LEGO cap covering the end of one of the giant trumpet horns around the Harborside Theater [2 of 4].
✓	32	Property Damage	Just west of the Harborside Theater's entrance, destroy the circle of fire hydrants in quick succession.
✓	33	Property Damage	Use Superman to destroy the gold LEGO cage above the Harborside Theater's entrance.
✓	34	Property Damage	Use Superman to destroy the gold LEGO cap covering the end of one of the giant trumpet horns around the Harborside Theater [3 of 4].
✓	35	Property Damage	Use Superman to destroy the gold LEGO cap covering the end of one of the giant trumpet horns around the Harborside Theater [4 of 4].
✓	36	Suit Route—Batman (Sensor)	Claim the Sensor Suit from the signal near the building right next to the Yacht Club. Use the suit to climb past the cameras.
✓	37	Suit Route—Robin (Acrobat)	Just south of the Harborside Theater, on the east side of the road, is an Acrobat Suit signal. Follow the stud trail from the signal.
✓	38	Property Damage	To the right of the road leading to the Harborside Theater is a park area with a fountain. Destroy the circle of cherry trees in quick succession.
✓	39	Suit Route—Batman (Power)	Opposite the Yacht Club to the east of the road leading to the Harborside Theater. Grab the Power Suit and follow the route to the end.
✓	40	Suit Route—Batman (Sensor/Electricity)	Climb the building southeast of the north island's Metro Station.
✓	41	Checkpoint Race (Air)	Fly out of the Batcave with any aircraft and race through the checkpoints.
✓	42	Property Damage	Destroy the circle of LEGO trees to the east of the road on the way to the Harborside Theater, before reaching the residential area, in quick succession.
✓	43	Suit Route—Robin (Acrobat)	From the Batcave Land Vehicle entrance, travel towards the Harborside Theater. As you approach the residential district there is a Acrobat Suit on the right. Follow the suit route to the end.
✓	44	Suit Route—Batman (Power/Bat)	From the north island's Metro Station, move east and take the first right to find a Batsuit signal. Use the suit to follow the route to the gold brick.
✓	45	Suit Route—Robin (Magnet/Acrobat)	Travel east down the street that leads to the north island's southeast end, then grab the Magnet Suit and follow the studs.
✓	46	Suit Route—Batman (Electricity)	Find the Electricity Suit signal at the end of the street in the north island's southeast residential area, near the water's edge. Follow the studs from the suit.
✓	47	Property Damage	Destroy the circle of green LEGO bushes around the fountain at the north island's southeast tip.

OVERVIEW

Gotham City sprawls across three sizeable islands that are joined by bridges and a functional subway system. The Dynamic Duo's adventure begins on the north island, where landmarks such as Wayne Manor and Arkham Asylum are found. The north island has slightly less going on than its peers to the south, but there's still plenty to see and do. Additional areas of interest include a giant funland to the north known as the Amusement Mile, where there's lots of action, and a sprawling urban area to the east that holds many secrets.

NORTH ISLAND LOCATIONS
(BATCOMPUTER REMOTE TERMINALS)

- | | | | |
|---------------------|---------------------------|------------------|-------------------------|
| 1 ARKHAM ASYLUM | 3 BATCAVE | 5 AMUSEMENT MILE | 7 HARBORSIDE THEATER |
| 2 BOTANICAL GARDENS | 4 GOTHAM FUNLAND ENTRANCE | 6 YACHT CLUB | 8 METRO STATION (NORTH) |

NORTH ISLAND BOSS BATTLES

1 POISON IVY

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: BOTANICAL GARDENS

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



Poison Ivy and her vile plants have taken over Gotham City's Botanical Gardens. Use the Hazard Suit near the entrance

to clear the toxic waste off the front gate, then pursue Poison Ivy around the gardens, striking her each time you get close.

2 CAPTAIN BOOMERANG

TYPE: NORMAL

COST TO BUY: 100,000

ASSOCIATED AREA: ARKHAM ASYLUM

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



Cross the bridge to Arkham Asylum and stroll through the front door to face off against Captain Boomerang near the courtyard maze. Avoid this boss's ranged attacks and hold the Attack button to aim a Batarang. Smack Captain Boomerang three times to make him submit.

3 HARLEY QUINN

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: GOTHAM FUNLAND ENTRANCE

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



Stroll through the Gotham Funland Entrance on your way into the Amusement Mile to find Harley Quinn waiting for you just beyond

the gate. Whack Harley with the Batarang three times to defeat her just like before, when you faced her inside the Harborside Theater.

4 SCARECROW

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: AMUSEMENT MILE

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



The Scarecrow lurks within the giant pumpkin at the end of the Amusement Mile's north pier. Defeat this diabolical boss

by first attacking the gas pumps inside the pumpkin to shut them off. [Turn their lights from red to green.] You can easily beat up the Scarecrow once the gas is gone.

5 LEX LUTHOR

TYPE: NORMAL

COST TO BUY: 250,000

ASSOCIATED AREA: YACHT CLUB

PREREQUISITE: BEAT LEVEL 15: HEROES UNITE

Lex lingers on the Yacht Club's main pier. Give him a good pounding until he submits, then purchase Lex for a whopping 250,000. His awesome Deconstructor makes him worth it!



The Mad Hatter is loitering right in front of the Harborside Theater. Battle waves of henchmen until the Mad Hatter

arrives, then strike the boss to knock off a health heart. Crack through the next wave of goons until the Mad Hatter returns, and repeat this until the boss is yours for the buying.

6 MAD HATTER

TYPE: WAVES

COST TO BUY: 100,000

ASSOCIATED AREA: HARBORSIDE THEATER

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT



7 RĀ'S AL GHŪL

TYPE: NORMAL

COST TO BUY: 100,000

ASSOCIATED AREA: METRO STATION (NORTH)

PREREQUISITE: BEAT LEVEL 4: ASYLUM ASSIGNMENT

Rā's Al Ghūl awaits on the roof of the building to the north of the north island's Metro Station. Fly up there and beat him down!



NORTH ISLAND RED BRICKS

1 RED BRICK 1

POWER: REGENERATE HEARTS

SKILLS: RIDDLER

COST TO BUY: 50,000



While driving toward Arkham Asylum, search the cliffs to the east of the road to discover a Riddler box inside a shallow cave. Use the Riddler to open this box and spend a few studs to unlock the red brick within! This brick causes your character to slowly recover hearts over time.

2 RED BRICK 2

POWER: DISGUISES

SKILLS: JOKER

COST TO BUY: 50,000



Rather than enter Arkham Asylum through the main door, fly up and over. Land on a high, narrow bridge above the Asylum's entry, where security cameras guard a gold brick, and a Joker box is found. Toggle to the Joker and open the box to purchase another red brick. This one lets you run around with silly masks on!

3 RED BRICK 3

POWER: ATTRACT STUDS
SKILLS: FLIGHT, DECONSTRUCT
COST TO BUY: 50,000

Bored in the Batcave? Fly into the foreground and then to the right to discover a black crate. Toggle to Lex Luthor and blast this crate with the Deconstructor to rip it apart and reveal a red brick! This one causes heroes to gather studs more easily by pulling all nearby studs toward them.



Use the Joker to open the special crate on the right side of the Harborside Theater to gain access to a red brick. While active, this brick will save you from falling and losing studs!

5 RED BRICK 5

POWER: FALL RESCUE
SKILLS: JOKER
COST TO BUY: 50,000



4 RED BRICK 4

POWER: BEEP BEEP
SKILLS: JOKER
COST TO BUY: 50,000



At the Amusement Mile, in the raised area behind the Helter Skelter ride, a Joker box sits in a corner. Only the Joker can open

this box and access the red brick within! This brick gives vehicle horns a cool vintage sound!

6 RED BRICK 6

POWER: STUDS X8
SKILLS: DECONSTRUCTOR
COST TO BUY: 400,000



This pricey red brick can be tough to locate. From the north island's Metro Station, face east and run down the road. Take the second

right turn you come to and locate a black crate at the end of the road, on the right. Deconstruct the crate to reveal a red brick that multiplies the value of every stud you collect by a factor of eight!

NORTH ISLAND GOLD DOORS

1 GOLD DOOR 1

CHARACTER: POLICEMAN
COST TO BUY: 25,000
GOLD BRICKS NEEDED: 15

Stack the bouncing LEGO pieces in the parking area near Arkham Asylum's security gate to build a gold door. Out pops a Policeman!

You can only build the door's bricks after you've collected 15 or more gold bricks. Purchase this fun Free Play character for a mere 25,000 studs!



2 GOLD DOOR 2

CHARACTER: ALFRED
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 35

Rebuild the door to Wayne Manor by stacking the bouncing LEGO pieces there after you've acquired 35 or more gold bricks. You'll then be able to



purchase Bruce Wayne's most affable butler, Alfred.

3 GOLD DOOR 3

CHARACTER: LOIS LANE

COST TO BUY: 125,000

GOLD BRICKS NEEDED: 25

Lois's gold door is a tricky one to find, but you can't miss it while exploring the suit route on your way to Gold Brick 36.

It's found on a rooftop that you visit on that suit route course, just west of the main road that leads to the Harborside Theater. Build the bricks to buy Lois Lane.



4 GOLD DOOR 4

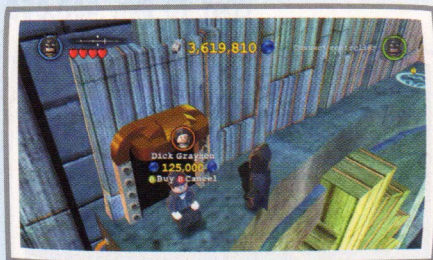
CHARACTER: DICK GRAYSON

COST TO BUY: 125,000

GOLD BRICKS NEEDED: 40

Locate the grapple signal on the left side of the Harborside Theater. Stand on the signal and tap the Action button to grapple up the building. Climb

until you locate the gold door, then build its bricks for a chance to purchase Robin's alter ego, Dick Grayson.



5 GOLD DOOR 5

CHARACTER: BLACK CANARY

COST TO BUY: 500,000

GOLD BRICKS NEEDED: 150

Black Canary's ability to shatter glass in the same manner as the Batsuit's sonar gun makes her extremely valuable—and expensive! Find

her gold door on a low roof on the south side of the Metro Station area as you navigate the suit route that leads to Gold Brick 43.



6 GOLD DOOR 6

CHARACTER: HUNTRESS

COST TO BUY: 125,000

GOLD BRICKS NEEDED: 50

This gold door is located on a roof along the suit route that leads to Gold Brick 45. Build its bricks to buy the Huntress.



NORTH ISLAND VEHICLES

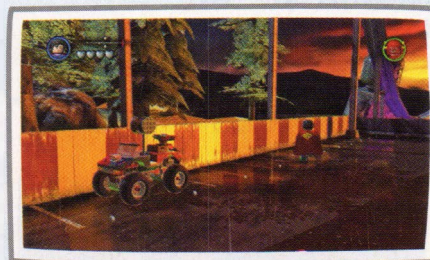
NOTE

You must complete Level 4: Asylum Assignment before you can unlock vehicles in Gotham City.

1 HARLEY QUINN'S MONSTER TRUCK

TYPE: LAND

COST TO BUY: 1,000,000



Harley Quinn's outrageous monster truck is a force to be reckoned with. Find it on the west side of the Gotham Funland Entrance parking

lot, but only after you beat Asylum Assignment in Story mode.

2 GIANT DODGEM

TYPE: LAND
COST TO BUY: 500,000

The Giant Dodgem is a huge bumper car that is a perfect toy to play with around the Gotham Funland Entrance parking lot. Owning one sure isn't cheap!



4 BATMAN DODGEM

TYPE: LAND
COST TO BUY: 75,000

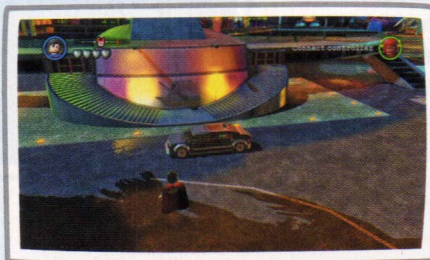
This pint-sized bumper car is always fun for a few hilarious laps around the block. It's parked in a small lot to the east of the north island's Metro Station.



5 LEXCORP LIMOUSINE

TYPE: LAND
COST TO BUY: 250,000

Lex's personal ride doesn't come cheap, but it's loaded with options. Swing by the Yacht Club's parking lot to take a gander at Luthor's high-tech luxury ride.



5 PUMPKIN CAR

TYPE: LAND
COST TO BUY: 50,000

Travel to the north island's scenic southeast lookout and scope out the tiny, spherical ride that's parked in the corner. Purchase this little orange globe for 50,000 and let the good times roll!



NORTH ISLAND CITIZENS IN PERIL

1 CITIZEN IN PERIL 1

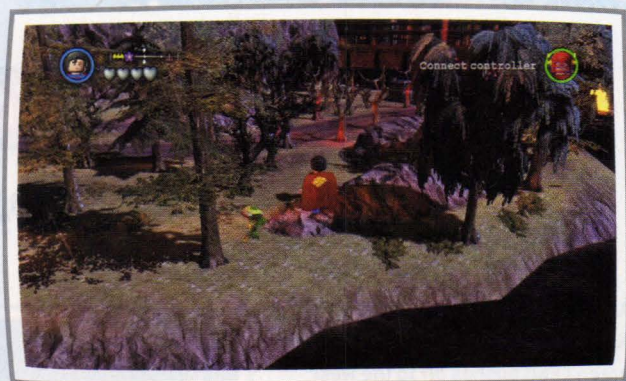
TYPE: VENUS FLY TRAP



Explore the north island's west coast to discover some old ruins. Follow the cries for help to locate an overgrown venus fly trap that has swallowed a poor civilian! Hold the Attack button and aim at the fly trap's three buds. Target all three and release to whack them all and defeat the monster. A very grateful citizen of Gotham pops out!

2 CITIZEN IN PERIL 2

TYPE: VENUS FLY TRAP

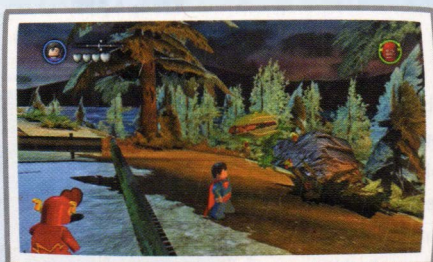


Find another man-eating plant on the west coast, just west of Arkham Asylum's security gate. Batarang its three buds to rescue the citizen it's snacking on.

3 CITIZEN IN PERIL 3

TYPE: VENUS FLY TRAP

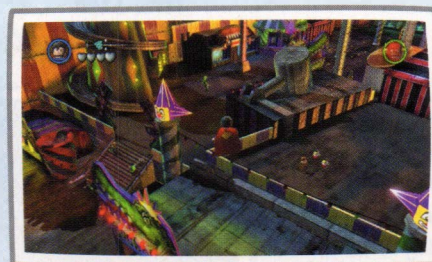
While visiting the Botanical Gardens, search around the parking lot to discover another huge plant monster. Batarang its buds to free the imperiled citizen.



5 CITIZEN IN PERIL 5

TYPE: GOONS

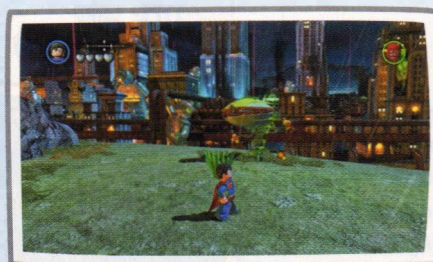
While visiting the Amusement Mile, check behind the southwest Helter Skelter ride and Sock a Croc stand to witness a poor citizen being harassed by a pair of Penguin goons. Defeat the goons to rescue the poor person!



4 CITIZEN IN PERIL 4

TYPE: VENUS FLY TRAP

Search to the south of the Botanical Gardens to discover yet another ravenous fly trap. Dispatch the plant by using a Batarang on its three buds, and it will spit out the citizen it's devouring.



6 CITIZEN IN PERIL 6

TYPE: FROZEN

Notice the big block of ice on the right side of the Harborside Theater? Melt it down to size with Superman's heat vision to thaw out a frozen citizen!



7 CITIZEN IN PERIL 7

TYPE: FIRE HYDRANT

Check the street corner to the north of the north island's Metro Station to spy a citizen that's being blasted into the sky by a broken fire hydrant. Sure, it looks like fun, but you really should freeze the hydrant's water spout with freeze breath and rescue the citizen from this zany predicament!

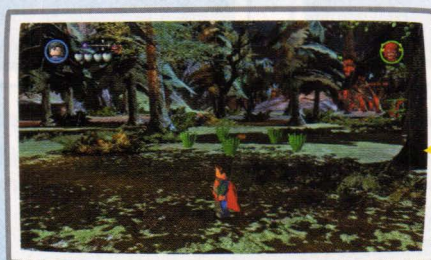


NORTH ISLAND GOLD BRICKS

1 GOLD BRICK 1

TYPE: PROPERTY DAMAGE

As you drive along the road toward Arkham Asylum, search for a circle of green LEGD bushes off to the west. Use Superman's heat vision to destroy all five bushes in quick succession to make a gold brick appear! You must destroy all five bushes before any of them blink back into existence.



TIP

Characters that possess Super Strength, such as Superman, Supergirl and General Zod, can simply run through LEGO objects to quickly destroy them. You may find this easier than using heat vision!

2 GOLD BRICK 2

TYPE: PROPERTY DAMAGE



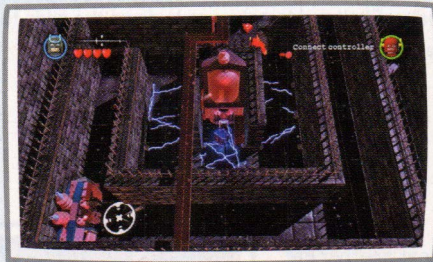
Blast the five LEGO trees that line the dirt road that leads to the western ruins, where Citizen in Peril 1 is found. Use Superman's heat vision to

destroy all five trees quickly and make a gold brick materialize!

3 GOLD BRICK 3

TYPE: SUIT ROUTE - BATMAN (POWER/BAT/ELECTRICITY)

Enter Arkham Asylum through its front door and use the various suit signals to navigate the Asylum's interior maze. You'll find a gold brick at the center!

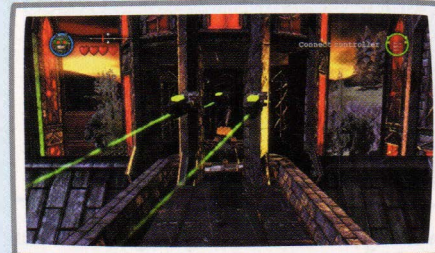


4 GOLD BRICK 4

TYPE: SUIT ROUTE - BATMAN (ELECTRICITY/SENSOR)



Grab the Electricity Suit inside Arkham Asylum, then use the grapple signal in the courtyard's corner to zip up to a higher perch. Navigate the suite



route that follows, draining electricity from an electric switch and depositing it into another electric switch to activate a Sensor Suit signal. Obtain the Sensor Suit and use it to slippast the security cameras that guard the gold brick!

5 GOLD BRICK 5

TYPE: PROPERTY DAMAGE



Go east from the security gate near the bridge to Arkham Asylum and search for a shallow cave. Quickly destroy the ring of bushes that circle the

cave's interior wall to expose a gold brick! Superman's heat vision is ideal here.

6 GOLD BRICK 6

TYPE: PROPERTY DAMAGE

Find a circle of green LEGO bushes just west of the Botanical Gardens and quickly destroy them all with Superman's heat vision to reveal a gold brick.



7 GOLD BRICK 7

TYPE: PROPERTY DAMAGE

Destroy a pair of large stones just northeast of the Botanical Garden's parking lot. A gold brick will then appear nearby!



8 GOLD BRICK 8

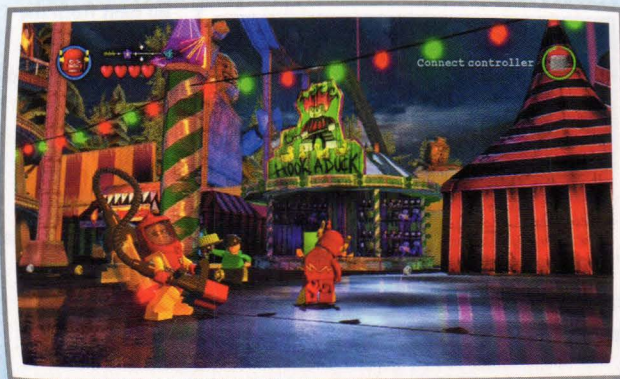
TYPE: PROPERTY DAMAGE

Locate a large square of orange construction cones in the Gotham Funland Entrance parking lot. Destroy everything in the middle, then stand there and use Superman's heat vision to quickly obliterate all the orange cones. Destroy them all in quick succession to make a gold brick pop into view nearby!



9 GOLD BRICK 9

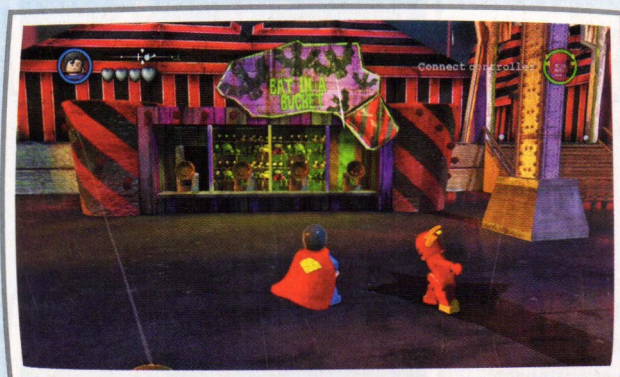
TYPE: GAME



Beat the Hook a Duck game that's found just beyond the Amusement Mile's main (west) entrance gate to win a shiny new gold brick! Simply step on the button in front of the stall to operate the crane each time it passes over a duck. Hook all three ducks to win!

10 GOLD BRICK 10

TYPE: GAME



Win at the Bat in a Bucket game that's just beyond the Amusement Mile's main (west) entrance gate to walk away with a gold brick! Hold the Attack button and target all four of the stall's buckets with the Batarang, then simply release to smack all four in quick succession and win the top prize.

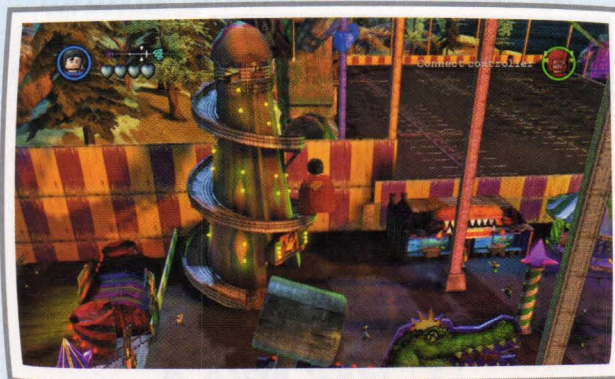
11 GOLD BRICK 11

TYPE: GAME

Beat the Sock a Croc game at the west end of the Amusement Mile's south pier. Just step on each button as the crocodile swims past the big mallets. Time it just right so that the mallet swings down and hits the crocs right in their backs. Smash both crocs and walk away a winner!


12 GOLD BRICK 12

TYPE: GAME

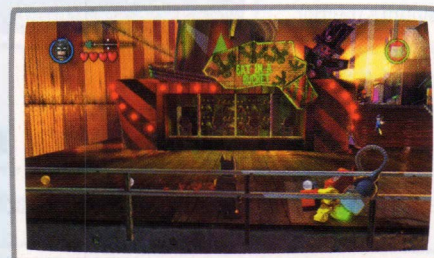


Step aboard the lift in the Amusement Mile's southwest corner to travel up to the top of a giant slide. This bad boy is known as the Helter Skelter ride; take a spin down the slide to score a gold brick when you reach the bottom!

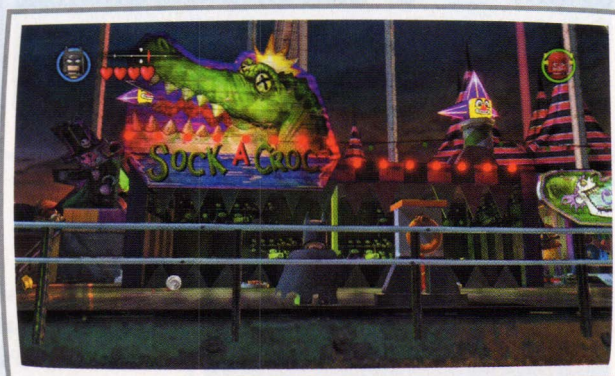
13 GOLD BRICK 13

TYPE: GAME

Beat another Bat in a Bucket game by throwing a Batarang at the stall's four buckets. You'll win another gold brick! This one's located at the far west end of the Amusement Mile's south pier.


14 GOLD BRICK 14

TYPE: GAME



Score a gold brick by winning at another Sock a Croc game that's on the west side of the Amusement Mile's south pier. Just whack those crocs in the back!

15 GOLD BRICK 15

TYPE: GAME

Claim Robin's Hazard Suit and use it to play the Clown Spray game on the west side of the Amusement Mile's south pier. Simply spray water into the mouths of the three clown faces until you fill up all three meters. Dip into the nearby pool if you need more juice. A gold brick appears after you top off all three!



16 GOLD BRICK 16

TYPE: GAME

Simply use the Batarang on more buckets to beat another Bat in a Bucket game that's in the center of the Amusement Mile's south pier. A gold brick is the prize!



17 GOLD BRICK 17

TYPE: GAME

Beat another Clown Spray game; the stall is on the east side of the Amusement Mile's south pier. Just grab that Hazard Suit and spray away to fill those clowns' mouths!



18 GOLD BRICK 18

TYPE: GAME

Snatch another trio of ducks in the Hook a Duck game that's located on the east side of the Amusement Mile's south pier. You'll win a gold brick after you hook all three!



19 GOLD BRICK 19

TYPE: CHECKPOINT RACE (SEA)



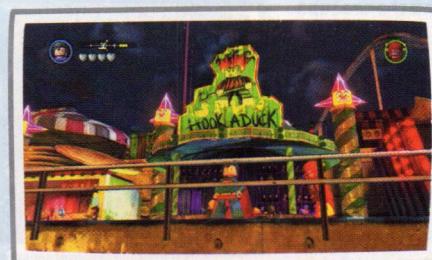
Begin this checkpoint race by using the Batcomputer Remote Terminal near the Yacht Club to call for any water vehicle. [The Batboat

works nicely.] Pilot the watercraft and zip through the checkpoint buoy ahead to make an entire course appear. Speed through each pair of buoys to add time to the clock as you race toward the gold brick at the distant finish.

20 GOLD BRICK 20

TYPE: GAME

Play and win at the Hook a Duck game located on the Amusement Mile's north pier to win yet another gold brick. Just hook those ducks with the crane each time it swings past!



21 GOLD BRICK 21

TYPE: GAME

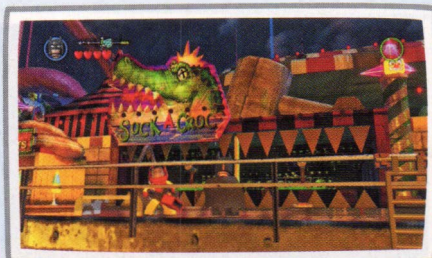
Beat the Bat in a Bucket game while exploring the Amusement Mile's north pier to win another lovely gold brick. Use the Batarang on the stall's four buckets in one throw to win!



22 GOLD BRICK 22

TYPE: GAME

While scoping out the Amusement Mile's north pier, take a moment to play the Sock a Croc game and win a gold brick. Just whack both of those crocs in the back to win top prize!



25 GOLD BRICK 23

TYPE: GAME

Locate a bumper car arena in the middle of the Amusement Mile and jump into one of the cars. Your sidekick will jump into the other—build some speed and ram it! Keep pounding your pal until you manage to destroy their bumper car. Your reckless efforts will earn you a gold brick!



24 GOLD BRICK 24

TYPE: GAME

Find the teacups in the center of the Amusement Mile and wait for the ride to stop so that you may hop aboard. Enjoy your brief spin around the teacups, and be sure to collect your gold brick as you exit!



25 GOLD BRICK 25

TYPE: GAME



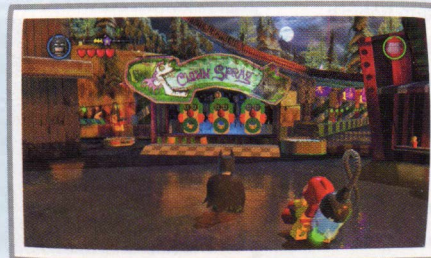
You can't miss the Amusement Mile's rocket ride—it dominates the funland's center. Wait for the ride to stop, then hop aboard and enjoy your trip around

the galaxy. You can grab a gold brick after you return to earth!

26 GOLD BRICK 26

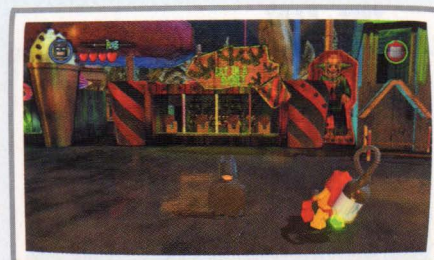
TYPE: GAME

Clear one last Clown Spray game by beating the one along the south side of the Amusement Mile's interior. Grab Robin's Hazard Suit and spray those clown mouths to fill all three meters and win a gold brick! Score more water from the nearby pool.



27 GOLD BRICK 27

TYPE: GAME



Beat the Amusement Mile's final Bat in a Bucket game, which is on the south side of the funland's interior, by using the

Batarang to smack all four of the stall's buckets in one toss. A gold brick will be your prize!

28 GOLD BRICK 28

TYPE: GAME

Explore the Amusement Mile's northeast corner to locate the roller coaster and Ferris wheel. Ride the roller coaster to take



a wild trip around the park and hook up with a gold brick. Press the Attack button repeatedly to move even faster around the track!

29 GOLD BRICK 29

TYPE: GAME

No trip to the Amusement Mile is complete without a spin around the northeast Ferris wheel. You'll even receive a gold brick prize after completing your first ride!



30 GOLD BRICK 30

TYPE: PROPERTY DAMAGE

Fly to the end of the giant horn held by one of the four statues that surround the Harborside Theater. Use heat vision to destroy the gold plate inside the horn and expose a gold brick! Fly over and claim your prize.



31 GOLD BRICK 31

TYPE: PROPERTY DAMAGE

Destroy the gold plate inside the horn of the neighboring Harborside Theater statue to reveal another gold brick. Nice!



32 GOLD BRICK 32

TYPE: PROPERTY DAMAGE

Use Superman's heat vision to destroy the ring of fire hydrants to the left of the Harborside Theater's entrance. Blast all of those hydrants before any of them reappear to make a gold brick materialize!



33 GOLD BRICK 33

TYPE: PROPERTY DAMAGE

Fly up and use heat vision to destroy the gold cage atop the Harborside Theater's front entrance. Out pops a gold brick!



34 GOLD BRICK 34

TYPE: PROPERTY DAMAGE

Fly to the east side of the Harborside Theater and use heat vision to destroy the gold plate inside the giant horn held by one of the theater building's surrounding statues. Fly into the horn afterward and collect the gold brick you've discovered.



35 GOLD BRICK 35

TYPE: PROPERTY DAMAGE

Destroy the gold plate inside the neighboring statue's horn to reveal yet another gold brick. Now that's music to our ears!



36 GOLD BRICK 36

TYPE: SUIT ROUTE - BATMAN (SENSOR)



Use Batman's Sensor Suit to complete a brief suit route that leads to a gold brick. Simply locate the Sensor Suit signal near the building that's right next to the Yacht Club. Follow the trail of studs from the signal to locate a climbable wall that is monitored by a security camera. Become invisible and climb the wall, then follow the suit route to reach the gold brick.



37 GOLD BRICK 37

TYPE: SUIT ROUTE - ROBIN (ACROBAT)

There's an Acrobat signal just south of the Harborside Theater building, on the east side of the street. Claim the suit with Robin and follow the trail of studs along the suit route that leads to the gold brick.



38 GOLD BRICK 38

TYPE: PROPERTY DAMAGE



As you travel north along the road heading toward the Harborside Theater, look for a small fountain to the right (east) as you near the

Yacht Club. Quickly destroy all four LEGO shrubs in the pots around the fountain to discover a gold brick! Superman's heat vision makes short work of these targets.

39 GOLD BRICK 39

TYPE: SUIT ROUTE - BATMAN (POWER)

Find a Power Suit signal in the alley to the east of the Yacht Club, on the east side of the road that leads to the Harborside Theater. Put the suit to use as you follow the trail of studs toward the gold brick at the end!



40 GOLD BRICK 40

TYPE: SUIT ROUTE - BATMAN (SENSOR/ELECTRICITY)



Find a Sensor Suit signal near the building to the southeast of the north island's Metro Station. Equip and use the Sensor Suit

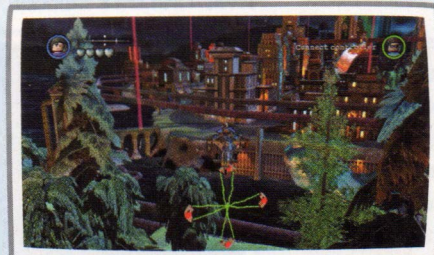
as you follow the trail of studs up to a gold brick on a roof. You'll need to use the Electricity Suit also to reach your goal.



41 GOLD BRICK 41

TYPE: CHECKPOINT RACE (AIR)

Claim this gold brick by piloting any aircraft (such as Robin's Helicopter) out of the Batcave. Fly through each of the midair checkpoints that appear around the city to win a gold brick when you reach the end of the run!



42 GOLD BRICK 42

TYPE: PROPERTY DAMAGE



Search the woods to the southwest of the residential district, near the island's southern edge, to locate an unusual circle of LEGO trees.

Destroy all of the trees in quick succession to reveal a gold brick! Superman's heat vision is ideal for this job.

43 GOLD BRICK 43

TYPE: SUIT ROUTE - ROBIN (ACROBAT)



Travel north from the bridge that leads to Gotham City's central island and veer right at the fork, as if you're heading toward the Yacht Club and the Harborside Theater. Spy an Acrobat Suit signal for Robin on the right (east) side of the road as you go. Equip the suit and use its unique abilities to follow a trail of studs toward a gold brick.

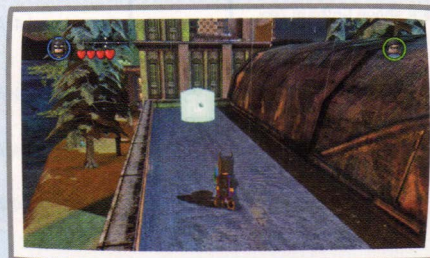


44 GOLD BRICK 44

TYPE: SUIT ROUTE - BATMAN (BAT/POWER)



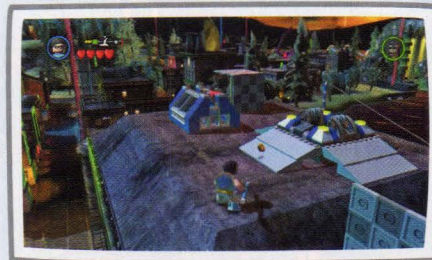
Go east from the north island's Metro Station and take your first right to locate a Batsuit signal. Use this suit, along with a Power Suit you encounter later, to follow a line of studs toward a gold brick!



45 GOLD BRICK 45

TYPE: SUIT ROUTE - ROBIN (MAGNET/ACROBAT)

Search for a Magnet Suit signal as you explore the island's southeast end. Use the suit to climb the nearby building, eventually using an Acrobat Suit as well to reach a gold brick!



46 GOLD BRICK 46

TYPE: SUIT ROUTE - BATMAN (ELECTRICITY/POWER)



Grab an Electricity Suit as you explore the southeast end of the island and use the suit's skills to navigate a trail of studs toward a gold brick on a nearby rooftop. You'll use a Power Suit also while maneuvering through the route.

47 GOLD BRICK 47

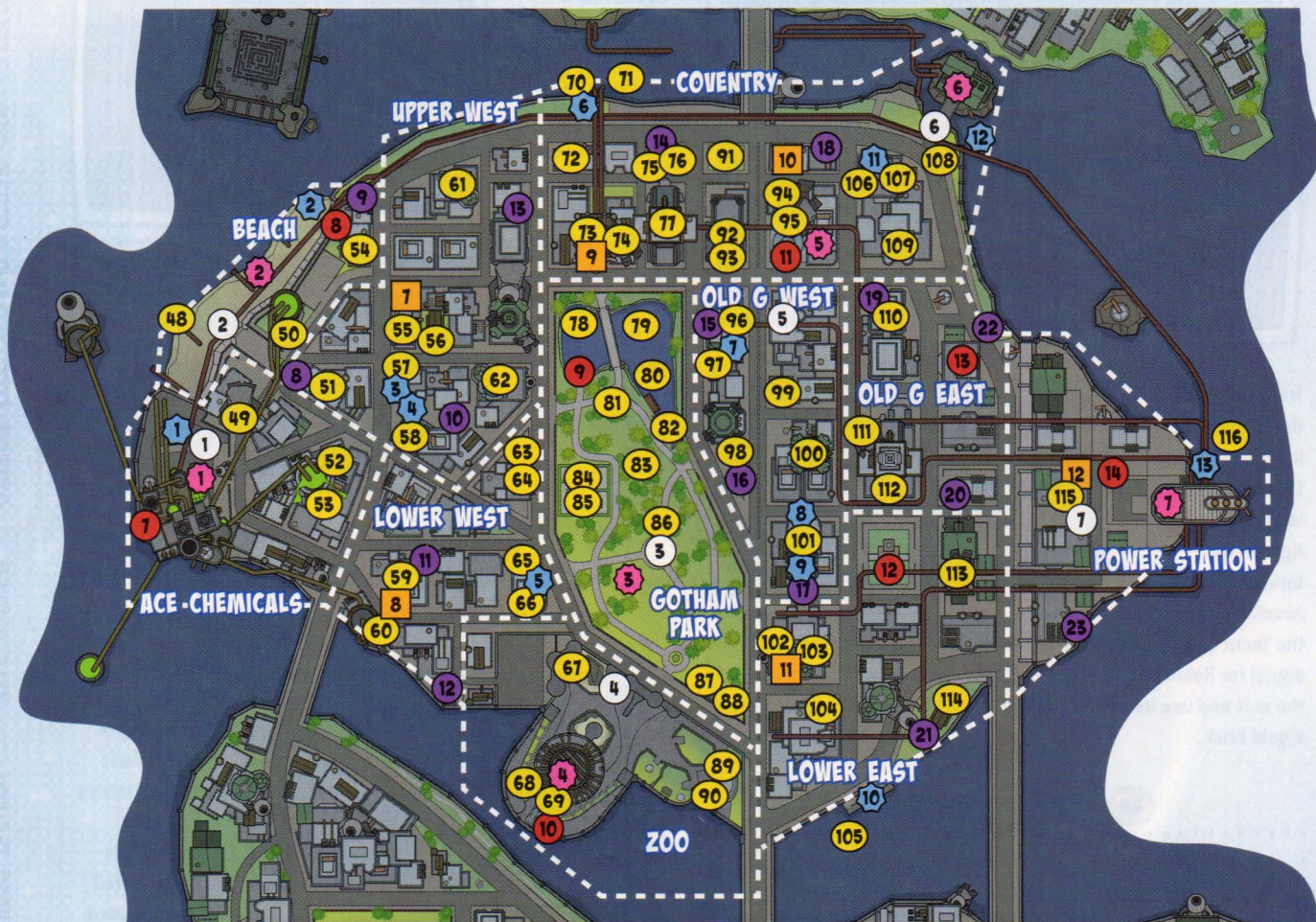
TYPE: PROPERTY DAMAGE

This last one's a breeze—just destroy the circle of green LEGO bushes around the fountain at the southeast end of the island.

A gold brick then blinks into view! Heat vision is the ideal way to destroy all the bushes.



GOTHAM CITY CENTRAL



CENTRAL ISLAND BOSSES

DEFEATED?	ICON	BOSS	TYPE	NOTES	COST	PREREQUISITE
<input checked="" type="checkbox"/>	1	The Joker	Normal	On top of the Ace Chemicals building. Just beat him up.	250,000	Finish Story Mode
<input checked="" type="checkbox"/>	2	Bane	Normal	On Gotham Beach. Just beat him up.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	5	Brainiac	Normal	Near the Batcomputer Remote Terminal in Gotham Park. Use Superman to beat him up.	500,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	4	The Penguin	Waves	On the top layer of the giant sphere above Gotham Zoo. Defeat his waves of goons.	500,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	5	Sinestro	Normal	On top of building just southeast of the central island's Metro Station.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	6	Killer Croc	Normal	Under the Water Works facility. Use the Hazard Suit above to clean up the toxic waste, then just beat him up.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	7	Killer Moth	Waves	Orbiting light bulb atop the Power Station. Switch off the bulb and defeat his waves of goons.	100,000	Finish Level 4: Asylum Assignment

CENTRAL ISLAND RED BRICKS

GOT IT?	ICON	NOTES	POWER	COST
<input checked="" type="checkbox"/>		In a Joker box behind the Ace Chemicals building.	Vine Grapples	50,000
<input checked="" type="checkbox"/>		In a Riddler box at the north end of the walkway that runs along Gotham Beach.	Gold Brick Finder	50,000
<input checked="" type="checkbox"/>		At Gotham Park, use the control panels on the pier to control an RC submarine and destroy all waves of enemy ships.	Minikit Piece Finder	50,000
<input checked="" type="checkbox"/>		In a Riddler box at the back of Gotham Zoo, on the east side of the building.	Extra Toggle	50,000
<input checked="" type="checkbox"/>		In a Riddler box downstairs at the central island's Metro Station.	Character Studs	50,000
<input checked="" type="checkbox"/>		In a Riddler box in the small park with the two spires and the Acrobat Suit signal, two blocks east of Gotham Park.	Super Build	50,000
<input checked="" type="checkbox"/>		In a Deconstructor crate northwest of the Power Station, within a building complex [jump or fly over the fence].	Studs x6	300,000
<input checked="" type="checkbox"/>		Use the control panels to complete the RC car battle in the Power Station's parking lot.	Studs x2	100,000

CENTRAL ISLAND GOLD DOORS

GOT IT?	ICON	CHARACTER	NOTES	GOLD BRICKS NEEDED	COST
<input checked="" type="checkbox"/>		Aquaman	On a rooftop east of Gotham Beach. Encountered during Gold Brick 55's suit route.	70	125,000
<input checked="" type="checkbox"/>		Hawkgirl	On a rooftop to the southeast of the Ace Chemicals factory. Encountered during Gold Brick 59's suit route.	55	125,000
<input checked="" type="checkbox"/>		Martian Manhunter	On the roof of the tall building that's just north of Gotham Park.	175	125,000
<input checked="" type="checkbox"/>		Hawkman	On the roof of a building that's just south of the north island bridge. Encountered during Gold Brick 94's suit route.	60	125,000
<input checked="" type="checkbox"/>		Supergirl	On the roof of the tall building with a large banner of Lex Luthor to the east of Gotham Park's south end.	250	125,000
<input checked="" type="checkbox"/>		Batgirl	On the toxic waste-covered rooftop with a zipline to the west of the Power Station. Encountered during the suit route that leads to Gold Brick 115.	65	125,000

CENTRAL ISLAND VEHICLES

GOT IT?	ICON	VEHICLE	NOTES	COST
<input checked="" type="checkbox"/>		Joker Digger	In the Ace Chemicals parking lot.	150,000
<input checked="" type="checkbox"/>		The Joker's Speedboat	Offshore at the north tip of Gotham Beach.	750,000
<input checked="" type="checkbox"/>		The Joker's Helicopter	On top of a building east of Gotham Park on the way to Ace Chemicals.	250,000
<input checked="" type="checkbox"/>		News Reporter Van	In an alleyway between Ace Chemicals and Gotham Park.	55,000
<input checked="" type="checkbox"/>		Brainiac's UFO	On top of a building to the southwest of Gotham Park.	750,000
<input checked="" type="checkbox"/>		Bane's Mole Machine	On the central island's north edge, next to a giant LEGO statue.	1,000,000
<input checked="" type="checkbox"/>		News Helicopter	On top of a building just northeast of Gotham Park.	150,000
<input checked="" type="checkbox"/>		Catwoman's Motorbike	In an alley to the east of Gotham Park.	150,000
<input checked="" type="checkbox"/>		Police Helicopter	On top of a building just east of Gotham Park.	200,000
<input checked="" type="checkbox"/>		Sports Fishing Boat	Offshore and down the ramp at the south edge of the island.	450,000
<input checked="" type="checkbox"/>		LexCorp Micro-VTOL	On top of a building south of the Water Works facility.	1,000,000
<input checked="" type="checkbox"/>		Killer Croc's Speedboat	Offshore on the east side of the Water Works facility.	750,000
<input checked="" type="checkbox"/>		Speedboat	Offshore and down the ramp on the east edge of the island, next to the Power Station.	450,000

CENTRAL ISLAND CITIZENS IN PERIL

RESCUED?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	8	Venus Fly Trap	Just across the road from the ramp that leads down to Gotham Beach, behind some corrugated fences.
<input checked="" type="checkbox"/>	9	Goons	Just north of Gotham Beach, behind the buildings.
<input checked="" type="checkbox"/>	10	Frozen	In the alleyways west of the triangular block of buildings west of Gotham Park's hedge maze.
<input checked="" type="checkbox"/>	11	Frozen	In an alley northwest of Gotham Zoo.
<input checked="" type="checkbox"/>	12	Venus Fly Trap	In a small fenced-off area west of Gotham Zoo.
<input checked="" type="checkbox"/>	13	Fire Hydrant	North on the street from the northwest corner of the Gotham Park.
<input checked="" type="checkbox"/>	14	Fire Hydrant	Just west of the north island bridge.
<input checked="" type="checkbox"/>	15	Frozen	East of the north end of Gotham Park.
<input checked="" type="checkbox"/>	16	Fire Hydrant	On the east side of Gotham Park, on the point of the "Y" intersection.
<input checked="" type="checkbox"/>	17	Goons	West from the small park with the two spires and the Acrobat Suit signal, between Gotham Park and the Power Station.
<input checked="" type="checkbox"/>	18	Frozen	Across from the Water Works, just east of the north island bridge.
<input checked="" type="checkbox"/>	19	Fire Hydrant	Southeast of the central island's Metro Station.
<input checked="" type="checkbox"/>	20	Goons	Northeast of the small park with the two spires and the Acrobat Suit signal, between Gotham Park and the Power Station. Behind a fence.
<input checked="" type="checkbox"/>	21	Venus Fly Trap	Behind the small blue church near the central island's southeast coast.
<input checked="" type="checkbox"/>	22	Fire Hydrant	On the east side of the road between the Water Works and the Power Station, near a water tower.
<input checked="" type="checkbox"/>		Fire Hydrant	Southwest of the Power Station.

CENTRAL ISLAND GOLD BRICKS

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	48	Checkpoint Race (Sea)	Use the Gotham Beach Batcomputer Remote Terminal to call for a watercraft, then race through the floating checkpoints.
<input checked="" type="checkbox"/>	49	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the pipes between Gotham Beach and Ace Chemicals.
<input checked="" type="checkbox"/>	50	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the pipes right next to Gotham Beach.
<input checked="" type="checkbox"/>	51	Suit Route—Batman (Bat)	Obtain the Batsuit east of Gotham Beach, behind a fence, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	52	Suit Route—Robin (Hazard)	Obtain the Hazard Suit across the road from the Ace Chemicals building, then use it to clear away the nearby toxic waste and follow the stud trail.
<input checked="" type="checkbox"/>	53	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the large green chemical vat to the east of Ace Chemicals.

CENTRAL ISLAND GOLD BRICKS, CONT.

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	54	Suit Route—Robin (Magnet/Acrobat)	Obtain the Magnet Suit found one block east of Gotham Beach's north tip, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	55	Suit Route—Robin (Ice)	Obtain the Ice Suit west of Gotham Park's north end. Freeze the nearby fire hydrants and follow the stud trail.
<input checked="" type="checkbox"/>	56	Property Damage	Destroy the gold LEGO cage atop the small square building west of Gotham Park's north end.
<input checked="" type="checkbox"/>	57	Checkpoint Race (Air)	Buy the Joker's Helicopter, then use it to beat the nearby checkpoint race.
<input checked="" type="checkbox"/>	58	Suit Route—Batman (Electricity/Power)	Obtain the Electricity Suit found in the alley just west of Gotham Park, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	59	Suit Route—Robin (Hazard)	Obtain the Hazard Suit behind the fence east of Ace Chemicals, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	60	Property Damage	Destroy the gold cap on the head of the giant LEGO statue on the south edge of the island, between Ace Chemicals and Gotham Zoo.
<input checked="" type="checkbox"/>	61	Property Damage	Destroy the gold LEGO cage on top of the tall building with the Lex banners in the island's northwest region.
<input checked="" type="checkbox"/>	62	Property Damage	Destroy the gold LEGO cage on top of the tall building with the Lex banners just west of the Gotham Park's north end.
<input checked="" type="checkbox"/>	63	Property Damage	Just west of Gotham Park's hedge maze, destroy the line of dumpster boxes along the street in quick succession.
<input checked="" type="checkbox"/>	64	Suit Route—Robin (Acrobat)	Obtain the Acrobat Suit that's just west of Gotham Park, just across the road from the hedge maze. Use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	65	Suit Route—Batman (Power/Bat)	Use the grapple signal to the east of Gotham Park, just across the street, to reach a Power Suit. Use the suit to follow the nearby stud trail.
<input checked="" type="checkbox"/>	66	Checkpoint Race (Air)	Purchase Brainiac's UFO and use the aircraft to race through the nearby checkpoints.
<input checked="" type="checkbox"/>	67	Stud Trail	Ride a giraffe at Gotham Zoo and follow a stud trail toward the gold brick.
<input checked="" type="checkbox"/>	68	Stud Trail	Ride a lion at Gotham Zoo and follow a stud trail toward the gold brick.
<input checked="" type="checkbox"/>	69	Stud Trail	Ride a gorilla at Gotham Zoo and follow a stud trail toward the gold brick.
<input checked="" type="checkbox"/>	70	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the pipes to the west of the north island bridge.
<input checked="" type="checkbox"/>	71	Checkpoint Race (Sea)	Bring any boat up to the waters that separate the north and central islands, then race through the checkpoints found just outside the boat entrance to the Batcave.
<input checked="" type="checkbox"/>	72	Suit Route—Batman (Power)	Obtain the Power Suit found near the giant LEGO statue along the central island's north edge, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	73	Suit Route—Robin (Acrobat)	Obtain the Acrobat Suit found just north of Gotham Park, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	74	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be climbing the building just north of Gotham Park.

CENTRAL ISLAND GOLD BRICKS, CONT.

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	16	Suit Route—Batman (Power/Electricity)	Climb the building to the south of the giant LEGO statue that stands just south of the north island bridge. Obtain the Power Suit and use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	16	Property Damage	Destroy in quick succession the four bike stands that lie to the west of the giant LEGO statue that stands just south of the north island bridge.
<input checked="" type="checkbox"/>	17	Suit Route—Batman (Bat)	West of the giant LEGO statue that stands just south of the north island bridge, use a grapple signal to zip up to a Batsuit. Use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	18	Loose	Underwater in Gotham Park's lake (1 of 2).
<input checked="" type="checkbox"/>	19	Loose	Underwater in Gotham Park's lake (2 of 2).
<input checked="" type="checkbox"/>	80	Checkpoint Race (Sea)	Ride the swans around Gotham Park's lake and pass through all of the checkpoints.
<input checked="" type="checkbox"/>	81	Property Damage	Destroy in quick succession the circle of LEGO trees near the middle of Gotham Park.
<input checked="" type="checkbox"/>	82	Suit Route—Robin (Magnet)	Obtain the Magnet Suit found behind the building south of Gotham Park's swan boats, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	83	Property Damage	Destroy the five LEGO rock piles near the center of Gotham Park in quick succession.
<input checked="" type="checkbox"/>	84	Suit Route—Batman (Power)	Use the Power Suit to navigate Gotham Park's hedge maze.
<input checked="" type="checkbox"/>	85	Property Damage	In a Deconstructor crate near the start of Gotham Park's hedge maze.
<input checked="" type="checkbox"/>	86	Property Damage	Destroy the LEGO lampposts around Gotham Park's central fountain in quick succession.
<input checked="" type="checkbox"/>	87	Property Damage	Destroy the gold LEGO cage on top of the small building at Gotham Park's south end.
<input checked="" type="checkbox"/>	88	Property Damage	In a Deconstructor crate beneath the giant LEGO statue that stands in the southeast corner of Gotham Park.
<input checked="" type="checkbox"/>	89	Suit Route—Batman (Power)	Obtain the Power Suit found near the building to the east of Gotham Zoo, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	90	Stud Trail	Ride a polar bear at Gotham Zoo and follow a stud trail toward the gold brick.
<input checked="" type="checkbox"/>	91	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that stands just south of the north island bridge.
<input checked="" type="checkbox"/>	92	Property Damage	Quickly destroy the four chimney pots atop the building south of the giant LEGO statue that stands south of the north island bridge.
<input checked="" type="checkbox"/>	96	Property Damage	Quickly destroy the row of five fire hydrants just west of the central island's Metro Station.
<input checked="" type="checkbox"/>	94	Suit Route—Robin (Acrobat)	Obtain the Acrobat Suit found just south of the north island bridge, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	96	Property Damage	Destroy the gold cap on the head of the giant LEGO statue above the central island's Metro Station.
<input checked="" type="checkbox"/>	96	Checkpoint Race (Air)	Buy the News Helicopter, then use it to race through the nearby checkpoints.

CENTRAL ISLAND GOLD BRICKS, CONT.

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	97	Property Damage	Destroy in quick succession the row of lampposts found just east of Gotham Park's lake.
<input checked="" type="checkbox"/>	98	Property Damage	Quickly destroy the triangle of small LEGO trees in the triangular intersection just east of Gotham Park.
<input checked="" type="checkbox"/>	99	Suit Route—Robin (Magnet)	Obtain the Magnet Suit found to the south of the central island's Metro Station, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	100	Property Damage	Destroy the gold LEGO cage atop the tall building just east of Gotham Park and the Y-shaped intersection.
<input checked="" type="checkbox"/>	101	Checkpoint Race (Air)	Purchase the Police Helicopter, then use it to fly through the nearby checkpoints.
<input checked="" type="checkbox"/>	102	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be climbing the building on the southeast side of Gotham Park, across the street.
<input checked="" type="checkbox"/>	105	Property Damage	Destroy the gold LEGO cage atop the tall building southeast of Gotham Park.
<input checked="" type="checkbox"/>	104	Suit Route—Robin (Acrobat)	Locate a small park with two spires and an Acrobat Suit signal between Gotham Park and the Power Station. Obtain the Acrobat Suit and use its powers to climb the south spire and follow the south stud trail.
<input checked="" type="checkbox"/>	105	Checkpoint Race (Sea)	Buy the Sports Fishing Boat in the waters that separate Gotham's central and south islands, then use the boat to race through the nearby checkpoints.
<input checked="" type="checkbox"/>	106	Property Damage	Across the road from the Water Works is a block of buildings. Along the west side of the block is a row of five black plant pots. Destroy them all quickly.
<input checked="" type="checkbox"/>	107	Checkpoint Race (Air)	Buy the LexCorp Micro-VTOL, then use it to fly through the nearby checkpoints.
<input checked="" type="checkbox"/>	108	Property Damage	Quickly destroy the row of five bushes on the corner of the road near the Water Works.
<input checked="" type="checkbox"/>	109	Suit Route—Batman (Sensor)	Obtain the Sensor Suit found on the road to the east of the central island's Metro Station, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	110	Property Damage	Destroy the water towers atop the tall building between the Metro and Power Stations in quick succession.
<input checked="" type="checkbox"/>	111	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the building between Gotham Park and the Power Station.
<input checked="" type="checkbox"/>	112	Suit Route—Robin (Acrobat/Magnet)	Locate a small park with two spires and an Acrobat Suit signal between Gotham Park and the Power Station. Obtain the Acrobat Suit and use its powers to climb the north spire and follow the north stud trail.
<input checked="" type="checkbox"/>	113	Property Damage	Destroy the gold cap on the head of the giant LEGO statue that appears to be supporting the pipes just north of the east bridge leading to Gotham's south island.
<input checked="" type="checkbox"/>	114	Suit Route—Batman (Bat)	Obtain the Batsuit found on the grounds of the small blue church near the island's southeast edge, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	115	Suit Route—Robin (Hazard)	Obtain the Hazard Suit found north of the Power Station's parking lot, then use the suit to fill the nearby tank and follow a stud trail.
<input checked="" type="checkbox"/>	116	Checkpoint Race (Sea)	Buy the Speedboat found in the waters just north of the Power Station, then use it to race through the nearby checkpoints.

OVERVIEW

Gotham City's central island is larger and more dense than its neighbors to the north and south. This is the heart of the city, where the skyscrapers reach to the heavens, hiding all manner of goodies from view. Here you'll find the nuts and bolts of Gotham City's infrastructure, including its Power Station and Water Works facilities, along with the Ace Chemicals plant. It's not all business, mind you—there's also the lovely Gotham Park to visit, or you might lose yourself for a few hours at the Gotham Zoo. Whatever you're up for, you'll find plenty to do in this region of the city—so let's give it a thorough look!

CENTRAL ISLAND LOCATIONS (BATCOMPUTER REMOTE TERMINALS)

- | | | | |
|-----------------|---------------|---------------------------|-----------------|
| ① ACE CHEMICALS | ③ GOTHAM PARK | ⑤ METRO STATION (CENTRAL) | ⑦ POWER STATION |
| ② GOTHAM BEACH | ④ GOTHAM ZOO | ⑥ WATER WORKS | |

CENTRAL ISLAND BOSS BATTLES

① THE JOKER

TYPE: NORMAL
COST TO BUY: 250,000
ASSOCIATED AREA: ACE CHEMICALS
PREREQUISITE: FINISH STORY MODE

The Joker lurks on the rooftop of the Ace Chemicals building, just to the right of the big neon "Ace" sign. Fly up and beat down the Joker to add his considerable skills to your Free Play arsenal!



③ BRAINIAC

TYPE: NORMAL
COST TO BUY: 500,000
ASSOCIATED AREA: GOTHAM PARK
PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

Brainiac lurks in Gotham Park, not far from the Batcomputer Remote Terminal. Just walk up and beat down Brainiac with Superman for a chance to unlock this costly boss.



② BANE

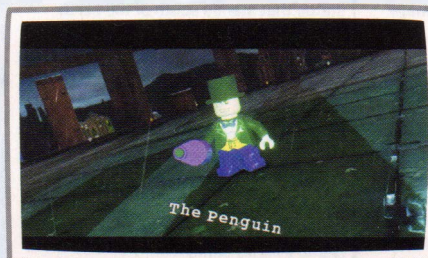
TYPE: NORMAL
COST TO BUY: 125,000
ASSOCIATED AREA: GOTHAM BEACH
PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



Bane awaits on Gotham Beach's sandy shore. Beat Bane to a pulp in order to buy this boss.

④ THE PENGUIN

TYPE: WAVES
COST TO BUY: 500,000
ASSOCIATED AREA: GOTHAM ZOO
PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



The Penguin's ability to blow up silver LEGO objects makes him a worthy purchase. Battle this boss within the large sphere

structure atop the Gotham Zoo—the sphere has two interior "floors," and you want the top one. Destroy the waves of Penguin goons that attack you each time the Penguin flees, and batter the Penguin whenever he returns between waves.

5 SINESTRO

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: METRO STATION (CENTRAL)

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

NOTE

Beat Sinestro with Green Lantern to satisfy the "Green Lantern's Light" achievement/trophy!

Sinestro lurks on the rooftop that's just east of the central island's Metro Station. Land on the roof and smack Sinestro around until he submits, then break out your wallet.



6 KILLER CROC

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: WATER WORKS

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



Cross the bridge that leads to the Water Works building and have Robin claim the Hazard Suit. Then climb down the nearby wall

to reach a lower area beneath the building. Spray away the toxic waste down here to make Killer Croc appear. Spray away the toxic waste down here to make Killer Croc appear, then beat up this ill-tempered boss for a chance to unlock him.

7 KILLER MOTH

TYPE: WAVES

COST TO BUY: 100,000

ASSOCIATED AREA: POWER STATION

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



Fly up to the roof of the Power Station building to discover the Killer Moth flying around a giant light bulb. Pull the nearby switch to turn off the light

and make the villain crash. Beat up Killer Moth after he crashes and then pound the wave of goons that arrives. Keep turning the light on and off to make Killer Moth vulnerable.

CENTRAL ISLAND RED BRICKS

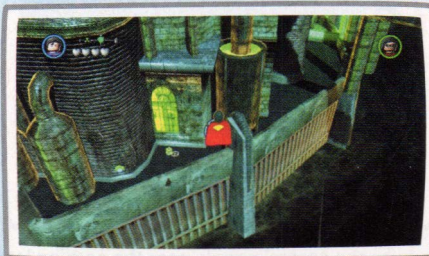
7 RED BRICK 7

POWER: VINE GRAPPLES

SKILLS: JOKER

COST TO BUY: 50,000

Fly around the Ace Chemical building's south side to locate a Joker box that's tucked behind the building. Land and use the



Joker to crack open the box and score a red brick! Once activated, this brick's power causes characters who use grapple guns (such as Batman) to fire out vines instead of normal grapple wires. The effect is exactly the same; only the look of the wire changes.

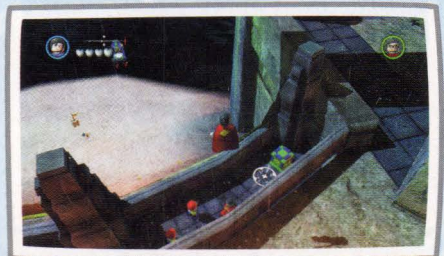
8 RED BRICK 8

POWER: GOLD BRICK FINDER

SKILLS: RIDDLER

COST TO BUY: 50,000

This handy red brick actually helps you track down nearby gold bricks! Sprint along Gotham Beach's north walkway



to discover a Riddler box that contains this valuable red brick. Only the Riddler can help you claim this power.

9 RED BRICK 9

POWER: MINIKIT PIECE FINDER
SKILLS: NONE
COST TO BUY: 50,000



This excellent red brick helps you locate minikit pieces in the levels, and it takes no special skills to unlock. Just stroll

through Gotham Park and locate a pair of control panels near the north lake. Use the controls to steer a minik RC ship around the lake, and press the Attack button to fire at the surrounding enemy submarines. Sink all the subs with your ship to make a red brick appear nearby!

10 RED BRICK 10

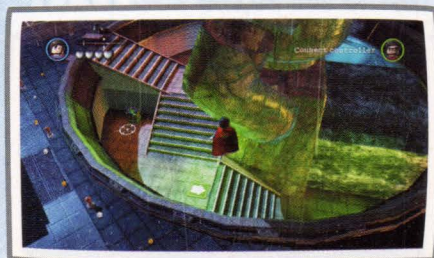
POWER: EXTRA TOGGLE
SKILLS: RIDDLER
COST TO BUY: 50,000

This red brick sits in a Riddler box behind the Gotham Zoo building, on the left (east) side. Open the box with the Riddler and obtain the red brick within. This one gives you an extra character to toggle to when revisiting levels in Free Play!



11 RED BRICK 11

POWER: CHARACTER STUDS
SKILLS: RIDDLER
COST TO BUY: 50,000

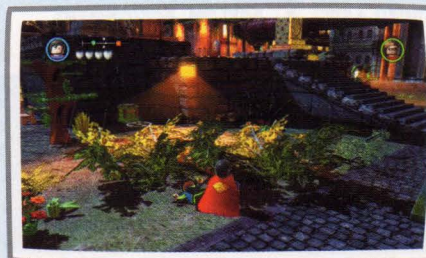


Sprint down the stairs of the central island's Metro Station as if you're going to travel by subway, but spy a Riddler box before

entering the tunnel. Open this Riddler box to obtain a red brick that causes all enemies to give off studs when they're defeated!

12 RED BRICK 12

POWER: SUPER BUILD
SKILLS: RIDDLER
COST TO BUY: 50,000



To the east of Gotham Park is a much smaller park with stone stairs leading up to twin central spires. Search around the base

of the stairs to discover a Riddler box that contains a red brick. This one allows all characters to build objects out of LEGO bricks with super speed, just like Superman and the Flash!

13 RED BRICK 13

POWER: STUDS X6
SKILLS: DECONSTRUCTOR
COST TO BUY: 300,000

While moving north along the central island's east road (as if headed toward the Water Works), look for a fenced-off



area near some buildings to the left. Jump or fly over the fence to discover a glowing black crate. Blast this with Lex Luthor's Deconstructor to expose a red brick that will multiply the value of every stud you collect by a factor of six!

14 RED BRICK 14

POWER: STUDS X2
SKILLS: NONE
COST TO BUY: 100,000



Here's another red brick that you can score the moment you access the central island. Just visit the Power Station

and use the control panels near the parking lot to steer a mini RC car. Drive around and press the Attack button to slam down your RC car's hammer. Smash all of the enemy RC cars to make a red brick appear! This is a great red brick power to unlock early on, as it helps you amass the studs you need to purchase all of Gotham City's costly characters and vehicles.

CENTRAL ISLAND GOLD DOORS

7 GOLD DOOR 7

CHARACTER: AQUAMAN
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 70



This gold door is located on a rooftop east of Gotham Beach—you can't miss it as you navigate the suit route that leads to Gold

Brick 55. Form the door by building the bricks that jiggle here after you've acquired 70 or more gold bricks to make Aquaman come swinging out. This valuable hero can dive and swim underwater, and also sprays water from his trusty trident, which makes him extremely useful during Free Play!

8 GOLD DOOR 8

CHARACTER: HAWKGIRL
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 55

Hawkgirl's gold door is found on a rooftop to the southeast of the Ace Chemicals factory—you encounter it while following the suit route that leads to Gold Brick 59.



9 GOLD DOOR 9

CHARACTER: MARTIAN MANHUNTER
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 175

Once you've acquired 175 or more gold bricks, fly to the roof of the tall building that's just north of Gotham Park. Up here you discover the gold door that exposes the Martian Manhunter! You encounter this gold door during the suit route that leads to Gold Brick 73.



10 GOLD DOOR 10

CHARACTER: HAWKMAN
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 60



Hawkman's gold door is found on a roof of a building that's just south of the bridge connecting this island to Gotham's north

island. You'll encounter this door while pursuing Gold Brick 94.

11 GOLD DOOR 11

CHARACTER: SUPERGIRL
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 250

Locate a tall building with a large banner of Lex Luthor to the east of Gotham Park's south end. Fly to the lip above the Lex

banner and land to discover a gold door that can only be assembled after you've found all 250 gold bricks in the game. Build this final door to purchase Supergirl for a bargain at 125,000 studs!



12 GOLD DOOR 12

CHARACTER: BATGIRL
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 65

Fly around and look for a toxic waste-covered roof with a zipline to the west of the Power Station. Land and rebuild the gold door near the zipline to discover Batgirl. You'll encounter this gold door while following the suit route that leads to gold brick 115.



CENTRAL ISLAND VEHICLES

1 JOKER DIGGER

TYPE: LAND
COST TO BUY: 150,000



This big, bad construction vehicle is parked in the Ace Chemicals parking lot. Purchase it for a mere 150,000, then start haulin'!

2 JOKER'S SPEEDBOAT

TYPE: SEACRAFT
COST TO BUY: 750,000

This pricey seacraft is painted in the Joker's favorite shades and docked at the north tip of Gotham Beach.

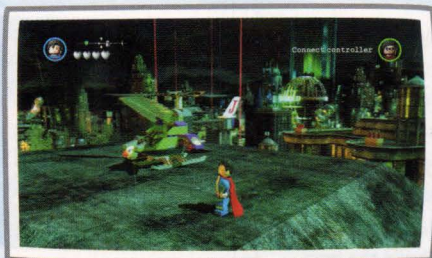
Buy it to unlock a seriously crafty watercraft!



3 JOKER'S HELICOPTER

TYPE: AIRCRAFT
COST TO BUY: 250,000

Fly to the top of a tall building between Gotham Beach and Gotham Park to discover a green and purple helicopter with a "J" painted on its tail. It could only belong to one person! But anyone can buy this flying ride for an affordable 250,000 studs.



4 NEWS REPORTER VAN

TYPE: LAND
COST TO BUY: 55,000



Search the alleys between the buildings that lie between Gotham Beach and the park to find a parked news van. This sweet ride is a real steal at only 55,000 studs!

5 BRAINIAC'S UFO

TYPE: AIRCRAFT
COST TO BUY: 750,000

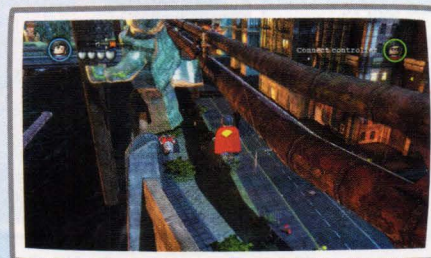
Fly to the top of the tall, wide building that's just north of Gotham Zoo to discover an out-of-this-world aircraft. Buy this unusual UFO to explore Gotham City in a whole new way!



6 BANE'S MOLE MACHINE

TYPE: LAND
COST TO BUY: 1,000,000

Bane's zany Mole Machine is parked on the side of the road along the central island's north edge. This beast comes with a heavy price tag, but the havoc it can wreak is undeniable!



7 NEWS HELICOPTER

TYPE: AIRCRAFT
COST TO BUY: 150,000

This unassuming chopper is parked atop the tall building just east of Gotham Park's lake. Just fly up there and buy this affordable aircraft whenever you like!



10 SPORTS FISHING BOAT

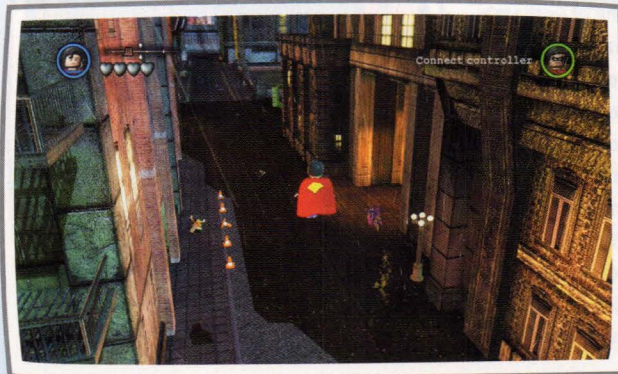
TYPE: SEACRAFT
COST TO BUY: 450,000

Check the central island's southern coastline, between the central and east bridges that lead to the south island, to find a professional Sports Fishing Boat that's for sale. This baby has all the options, so don't think twice about buying!



8 CATWOMAN'S MOTORBIKE

TYPE: LAND
COST TO BUY: 150,000



Explore the alleys to the east of Gotham Park to discover a small, purple motorbike belonging to Catwoman. The Gotham ladies just love this fast, flashy ride!

9 POLICE HELICOPTER

TYPE: AIRCRAFT
COST TO BUY: 200,000



Fly around the tops of the tall buildings to the east of Gotham Park to spy a police helicopter that's been left unattended. This is another affordable aircraft for bargain hunters!

11 LEXCORP MICRO-VTOL

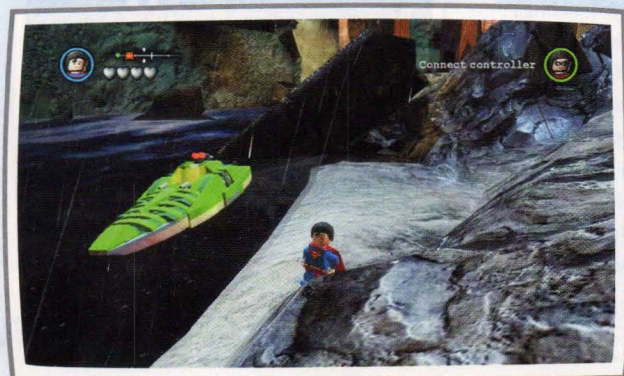
TYPE: AIRCRAFT
COST TO BUY: 1,000,000

This futuristic rocket pack is found atop the tall building just south of the Water Works. It goes for a cool million, so you'll have to save your studs before you can unlock this high-tech aircraft!



12 KILLER CROC'S SPEEDBOAT

TYPE: SEACRAFT
COST TO BUY: 750,000



This green machine is as fast as they come. Find Killer Croc's Speedboat docked just east of the Water Works and drop some serious studs to buy this most excellent vessel.

13 SPEEDBOAT

TYPE: SEACRAFT
COST TO BUY: 450,000

Search the waters north of the Power Station to discover a fast, flashy Speedboat that's docked and ready to be unlocked. This swift Speedboat is slightly cheaper than the Joker's or Killer Croc's, and also, it's red. What's not to love?



CENTRAL ISLAND CITIZENS IN PERIL

8 CITIZEN IN PERIL 8

TYPE: VENUS FLY TRAP

Check behind the corrugated fence just east of the main ramp that leads down to Gotham Beach to find a poor citizen that's



becoming a snack for a huge, hungry plant. Whack all three of the monster's bud stalks with a Batarang to defeat it and rescue its innocent victim!

10 CITIZEN IN PERIL 10

TYPE: FROZEN

One of Gotham's wayward citizens has somehow become frozen solid in a block of ice! Search the alleys among the buildings



between Gotham Beach and Gotham Park for a citizen-sized ice block, and use Superman's heat vision to thaw out the hapless person.

9 CITIZEN IN PERIL 9

TYPE: GOONS

Search behind the buildings near the north tip of Gotham Beach to find a Penguin goon harassing a defenseless citizen.



Beat down the goon to save the citizen from this unpleasant predicament!

11 CITIZEN IN PERIL 11

TYPE: FROZEN

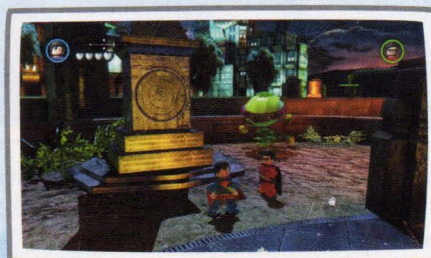
Another ice block is in the alleys between Ace Chemicals and Gotham Park. Blast the block with heat vision to thaw out another frozen citizen!



12 CITIZEN IN PERIL 12

TYPE: VENUS FLY TRAP

Save another citizen of Gotham from a tragic fate by dispatching the overgrown venus fly trap found along the central island's south edge, just west of Gotham Zoo. Use a Batarang on those three buds to beat the fly trap and rescue its helpless victim!



13 CITIZEN IN PERIL 13
TYPE: FIRE HYDRANT

Search the streets northwest of Gotham Park for a hapless citizen who's being sprayed up into the air by a broken fire hydrant. Freeze the fountain with freeze breath to save the poor person from this perilous plight!


14 CITIZEN IN PERIL 14
TYPE: FIRE HYDRANT

Check the street corner to the north of Gotham Park to find another unlucky citizen who's being sprayed into the sky by another broken fire hydrant. Ice up the geyser with freeze breath to save the day!


15 CITIZEN IN PERIL 15
TYPE: FROZEN

This frozen fellow blends in with his surroundings, as he's trapped inside a block of ice next to a blue building that's just east of Gotham Park's north lake. Melt the man's chilly prison with heat vision to rescue him!


16 CITIZEN IN PERIL 16
TYPE: FIRE HYDRANT

One of Gotham City's imperiled citizens is being boosted into the sky by a gushing fire hydrant just east of Gotham Park, near the point of the "Y" intersection. Freeze the water with freeze breath to save this poor fellow!


17 CITIZEN IN PERIL 17
TYPE: GOONS

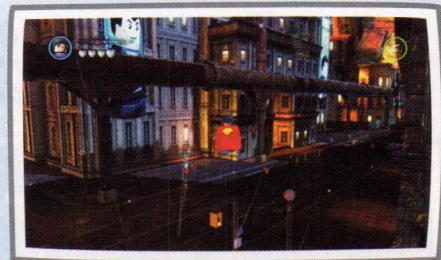
A Penguin goon is giving someone a hard time on the road on the east side of Gotham Park. Look for them on the east side of the road and beat down the goon to save the helpless citizen!


18 CITIZEN IN PERIL 18
TYPE: FROZEN

Search the street corner just east of the bridge that leads to the north island to find a peculiar block of ice standing out in the open. Melt the ice with heat vision to rescue a citizen who somehow became totally frozen!


19 CITIZEN IN PERIL 19
TYPE: FIRE HYDRANT

Move east along the road that runs north of Gotham Park. You'll spy a broken fire hydrant to your right as you pass through an intersection. Freeze this hydrant's water fountain to save another grateful citizen!


20 CITIZEN IN PERIL 20
TYPE: GOONS

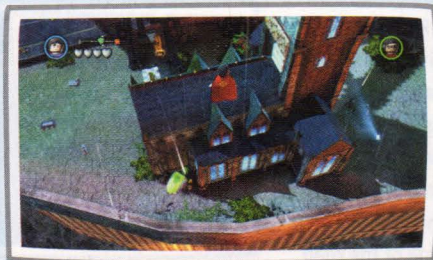
Search the streets between Gotham Park and the Power Station for a citizen who's being mugged by a Penguin goon behind a fence. Beat up the goon to save the citizen from this dangerous situation!



21 CITIZEN IN PERIL 21

TYPE: VENUS FLY TRAP

Search behind the small, blue church along the central island's south edge to locate a giant venus fly trap that's gobbling up one of Gotham City's wayward citizens. Take aim and whack all three of the fly trap's buds with a Batarang to rescue the poor citizen before the citizen becomes plant food!



22 CITIZEN IN PERIL 22

TYPE: FIRE HYDRANT

Travel north along the road that runs along the central island's east coastline, making your way toward the Water Works. Along the way, you'll spot a helpless citizen who is stuck atop a broken fire hydrant's gushing geyser! Blast the water spout with freeze breath to freeze it and allow the citizen to climb down to earth.



23 CITIZEN IN PERIL 23

TYPE: FIRE HYDRANT

This imperiled citizen is stranded atop a spewing fire hydrant located along the central island's southeast coastline, just southwest of the Power Station. Use freeze breath to ice over the water fountain and save the poor person!



CENTRAL ISLAND GOLD BRICKS

48 GOLD BRICK 48

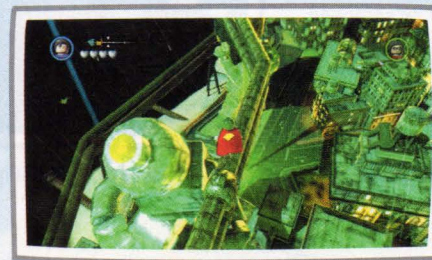
TYPE: CHECKPOINT RACE (SEA)



Use the Batcomputer Remote Terminal located along Gotham Beach to call in for any watercraft. Then use the vessel to speed through the checkpoint buoys that appear in the nearby water. Reach the end of the run with time to spare to score a gold brick!

49 GOLD BRICK 49

TYPE: PROPERTY DAMAGE



Fly up and spy a large gold plate on top of the giant LEGO statue that's holding up the pipe between Gotham Beach and Ace Chemicals.

Destroy this object with heat vision to expose a gold brick! Carefully fly over and collect this prize.

TIP

Precision flying can be tricky. Land on top of giant LEGO statues to grab their gold bricks more easily!

50 GOLD BRICK 50

TYPE: PROPERTY DAMAGE

Use heat vision to blast another gold cap atop the giant LEGO statue that's holding up the pipes just east of Gotham Beach.

Then fly over and grab your gold brick.



53 GOLD BRICK 53

TYPE: PROPERTY DAMAGE

Fly up and use heat vision to destroy the gold cap of the huge LEGO statue to the east of the Ace Chemicals factory. When the smoke clears, fly over and grab the gold brick that the cap was covering.



51 GOLD BRICK 51

TYPE: SUIT ROUTE - BATMAN (BAT)

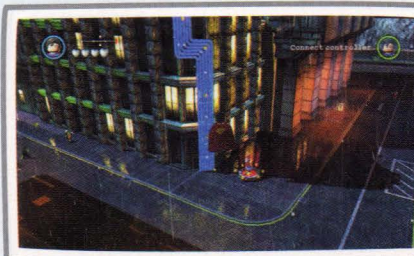


Locate a Batsuit signal behind the fence that's just east of the main ramp that leads down to Gotham Beach. Equip the Batsuit and follow the trail of studs to locate a gold brick atop a nearby building. You'll need to use the Batsuit's glide and glass-shattering powers to reach this prize!



54 GOLD BRICK 54

TYPE: SUIT ROUTE - ROBIN (MAGNET/ACROBAT)



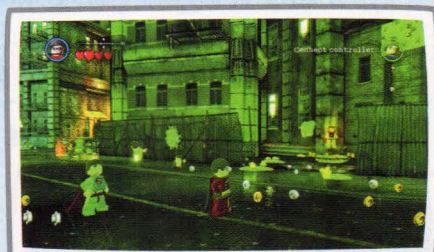
Change Robin into the Magnet Suit found one block east of Gotham Beach's north tip, then follow a trail of studs up a building and toward a gold brick. You'll need to change into an Acrobat Suit along the way as well.



52 GOLD BRICK 52

TYPE: SUIT ROUTE - ROBIN (HAZARD)

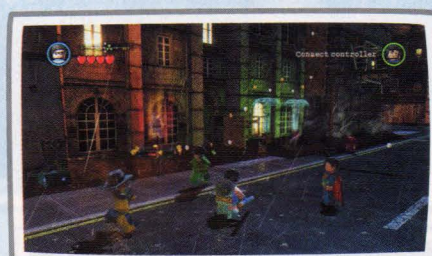
Search behind a fence that's just east of the Ace Chemicals factory to locate a Hazard Suit signal. Change Robin into the Hazard Suit, then use its special powers to follow a trail of studs that has you crossing several rooftops and eventually leads you to a gold brick.



55 GOLD BRICK 55

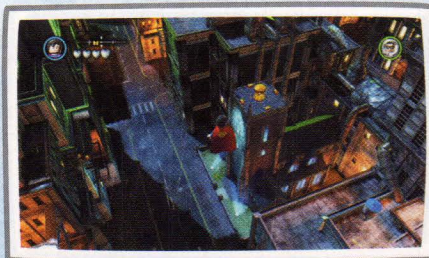
TYPE: SUIT ROUTE - ROBIN (ICE)

Notice two broken fire hydrants that are spewing water into the air along the street that's just west of Gotham Park's north edge. Equip the nearby Ice Suit and freeze the hydrants' fountains, then leap up them and follow a trail of studs up a building and toward a gold brick.



56 GOLD BRICK 56

TYPE: PROPERTY DAMAGE



Fly up high and spy a gold cage atop a small, square building to the west of Gotham Park's north end. Land and destroy the

cage with heat vision to expose the gold brick it was guarding!

57 GOLD BRICK 57

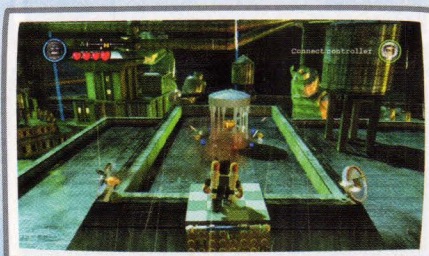
TYPE: CHECKPOINT RACE (AIR)

Locate the Joker's Helicopter atop a tall building between Ace Chemicals and Gotham Park. Shell out 750,000 studs to purchase this zany aircraft, then take flight and pass through the series of floating checkpoints that materialize nearby. A gold brick awaits you at the end of the run!



58 GOLD BRICK 58

TYPE: SUIT ROUTE - BATMAN (ELECTRICITY/POWER)



Equip the Electricity Suit at the signal found in the alley just west of Gotham Park, then follow the studs up the nearby building.

Change into a Power Suit as you continue to follow the route toward a gold brick.

59 GOLD BRICK 59

TYPE: SUIT ROUTE - ROBIN (HAZARD)



Scour the streets east of the Ace Chemicals factory to discover a Hazard Suit signal behind a fence. Use the suit to wash

away the nearby toxic waste and climb up the building. Follow those studs to reach a rooftop with several standing tubes.

Fill one of the tubes with water, and another with colored toxic waste from the nearby vat. Then carefully drop from the checkered edges of the roof to locate two more vats of colored fluid that must be collected and sprayed into the roof's two remaining tubes. Fill all four tubes to make a gold brick materialize nearby!



60 GOLD BRICK 60

TYPE: PROPERTY DAMAGE



Fly around and locate another giant LEGO statue to the southwest, between Ace Chemicals and Gotham Zoo.

Blast the statue's gold cap and land on its noggin to grab another easy gold brick.

61 GOLD BRICK 61

TYPE: PROPERTY DAMAGE



Fly to the central island's northwest region and locate a tall building with Lex Luthor banners running down the sides. Fly all the

way up to the building's roof and blast a gold cage with heat vision to destroy it and expose a gold brick!

62 GOLD BRICK 62

TYPE: PROPERTY DAMAGE



Find another tall building with Lex Luthor banners just west of Gotham Park's north end. Again, fly up high and obliterate

a gold cage with heat vision so you can collect the gold brick housed within.

63 GOLD BRICK 63

TYPE: PROPERTY DAMAGE

Explore the street just west of Gotham Park's hedge maze and notice a conspicuous row of five dumpsters.



Position Superman so that he can view all five, then quickly destroy them all with heat vision to make a gold brick blink into view nearby!

64 GOLD BRICK 64

TYPE: SUIT ROUTE - ROBIN (ACROBAT)

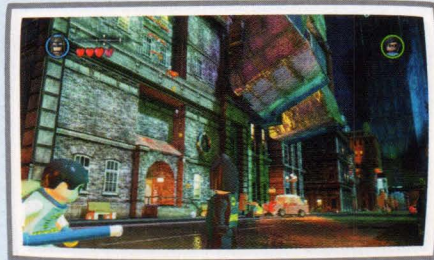


Have Robin slip into the Acrobat Suit that's just west of Gotham Park's hedge maze. Use the suit's many skills as you follow a trail of studs toward a gold brick that's atop a nearby building.



65 GOLD BRICK 65

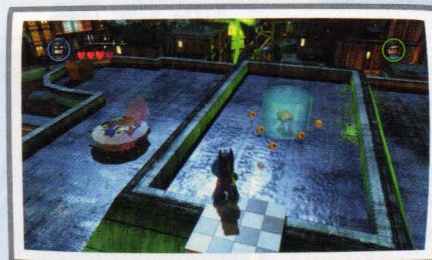
TYPE: SUIT ROUTE - BATMAN (POWER/BAT)



This gold brick's placement is deceiving, because the suit route you must follow to reach it actually begins all the

way across Gotham Park, on the east side of the island. Locate a grapple signal near the buildings on the east side of the street to the east of Gotham Park's south end. Grapple up to a Power Suit, then follow a trail of studs up to a Batsuit.

Change and glide all the way across Gotham Park, following the studs westward toward a remote building. Shatter the glass case up here on the roof to at last claim this tricky gold brick!



66 GOLD BRICK 66

TYPE: CHECKPOINT RACE (AIR)

Land on the tall building to the west of Gotham Park, where Brainiac's UFO is discovered. Purchase the pricey aircraft, then lift off and race through a series of checkpoints on your way to a gold brick!



67 GOLD BRICK 67

TYPE: STUD TRAIL

Visit Gotham Zoo and pull a lever to open the giraffe cage. Hop onto a giraffe and ride the animal out of the cage. Follow the trail of studs that has appeared to locate a gold brick!



68 GOLD BRICK 68

TYPE: STUD TRAIL

Claim another gold brick from the zoo by opening the lion cage and riding one of the beasts along a trail of studs. The gold brick awaits at the end of the run.



69 GOLD BRICK 69

TYPE: STUD TRAIL

Open the gorilla cage and climb onto one of the beasts to make another line of studs appear in the zoo. Follow them to find another gold brick.



70 GOLD BRICK 70

TYPE: PROPERTY DAMAGE



Fly along the central island's north coast and locate a giant LEGO statue that's holding up some pipes to the west of the north

island bridge. You guessed it: Destroy the statue's gold cap with heat vision to reveal another gold brick hidden atop the head!

71 GOLD BRICK 71

TYPE: CHECKPOINT RACE (SEA)

Bring any boat or watercraft up to the waters that divide the north and central islands and locate a pair of blinking buoys.



Speed through these to spawn a series of buoy checkpoints, then follow the course to its conclusion to race off with a gold brick!

72 GOLD BRICK 72

TYPE: SUIT ROUTE - BATMAN (POWER)

Locate the Power Suit signal near the giant LEGO statue along the island's north coast and equip the Power Suit. Follow the trail of studs by using the suit's abilities as necessary. Keep going until you reach a gold brick atop a nearby building.



73 GOLD BRICK 73

TYPE: SUIT ROUTE - ROBIN (ACROBAT)

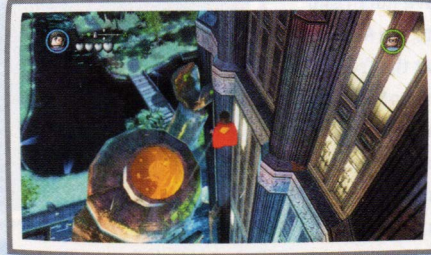


Change into the Acrobat Suit located just north of Gotham Park and make your way up the tall nearby building, following a long trail of studs as you climb higher and higher. Reach the rooftop to recover another gold brick!

74 GOLD BRICK 74

TYPE: PROPERTY DAMAGE

Use Superman to fly up and destroy the gold cap atop the giant LEGO statue that appears to be climbing the building just



north of Gotham Park. Land on the statue's head and grab the gold brick that the cap was covering.

75 GOLD BRICK 75

TYPE: SUIT ROUTE - BATMAN (POWER/ELECTRICITY)

Locate a giant LEGO statue that stands just south of the north island bridge. Climb up the side of the building to reach a Power Suit signal, then use the suit to follow a trail of studs up to a gold brick. You'll need to use an Electricity Suit along the way as well.



76 GOLD BRICK 76

TYPE: PROPERTY DAMAGE



Look for a series of four bike stands along the street to the west of the giant LEGO statue that stands just south of the north island bridge. Quickly destroy all four with Superman's heat vision to make a gold brick materialize nearby.

77 GOLD BRICK 77

TYPE: SUIT ROUTE - BATMAN (BAT)



Check the streets to the west of the giant LEGO statue that stands south of the north island bridge for a grapple signal near a building. Grapple up to a Batsuit, then use the suit's abilities to follow a trail of studs that leads to a nearby gold brick.

78 GOLD BRICK 78

TYPE: LOOSE

This gold brick's an easy grab, provided you've unlocked Aquaman or Killer Croc. Both characters have the ability to



explore underwater—search the left side of Gotham Park's lake to salvage a sunken gold brick! You can also grab this gold brick if you bring Robin to the park dressed in his Hazard Suit.

79 GOLD BRICK 79

TYPE: LOOSE



Use Aquaman, Killer Croc, or Robin's Hazard Suit to claim the gold brick from the east side of Gotham Park's lake as well. Two easy grabs!

80 GOLD BRICK 80

TYPE: CHECKPOINT RACE (SEA)



This simple checkpoint race takes place at Gotham Park's tranquil lake. Hop onto one of the swans to the southeast and ride through the checkpoint buoys to beat the easy race and pocket a gold brick prize.

81 GOLD BRICK 81

TYPE: PROPERTY DAMAGE

Just south of Gotham Park's lake, use Superman's heat vision to destroy a circle of LEGO trees in quick succession. Blast them all to make a gold brick appear nearby!



82 GOLD BRICK 82

TYPE: SUIT ROUTE - ROBIN (MAGNET)

Search near the small building at the southeast end of Gotham Park's lake to find a Magnet Suit signal for Robin. Use this suit to walk up the magnetic pipes that run up the side of the small building, then open the magnetic container on top to discover a gold brick.



85 GOLD BRICK 83

TYPE: PROPERTY DAMAGE

Search for a circle of five rocks near the center of Gotham Park. Quickly wipe out all five with Superman's heat vision to make a gold brick solidify nearby!



84 GOLD BRICK 84

TYPE: SUIT ROUTE - BATMAN (POWER)



Use the Power Suit found near Gotham Park's hedge maze to destroy silver obstacles within the maze as you work your way through. Reach the heart of the maze to add another gold brick to your collection.

85 GOLD BRICK 85

TYPE: PROPERTY DAMAGE

Locate a small, black crate that's just inside Gotham Park's hedge maze. Rip this crate apart with a dose of Lex Luthor's Deconstructor to expose a gold brick.



86 GOLD BRICK 86

TYPE: PROPERTY DAMAGE

Use Superman's heat vision to quickly destroy the lampposts that encircle the fountain near the center of Gotham Park. Wipe them all out to make a gold brick appear!



87 GOLD BRICK 87

TYPE: PROPERTY DAMAGE

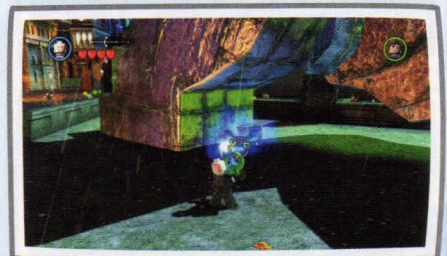
Fly to the top of the small building at the south end of Gotham Park to discover a gold cage. Overheat and destroy this with Superman's heat vision to expose a gold brick.



88 GOLD BRICK 88

TYPE: PROPERTY DAMAGE

Check near the feet of the giant LEGO statue that stands at the southeast end of Gotham Park to discover a black crate. Blast this with Lex Luthor's Deconstructor to rip out a gold brick!



89 GOLD BRICK 89

TYPE: SUIT ROUTE - BATMAN (POWER)



Find a Power Suit signal next to the building to the east of Gotham Zoo, then use the suit's skills to scale the building and follow a trail of studs toward a gold brick on the roof.



90 GOLD BRICK 90

TYPE: STUD TRAIL

Ride one of the polar bears that storm around the zoo's central exhibit to make a line of studs appear. Follow the studs to discover a gold brick!



91 GOLD BRICK 91

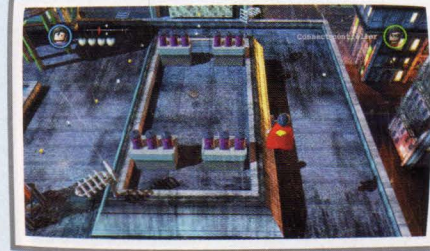
TYPE: PROPERTY DAMAGE

Fly up to the top of the giant LEGO statue that stands just south of the north island bridge. Blast the gold cap on the statue's head with heat vision to expose a gold brick.



92 GOLD BRICK 92

TYPE: PROPERTY DAMAGE



Fly to the roof of the tall building that stands south of Gold Brick 91's LEGO statue and notice a group of four chimney pots. Quickly

destroy all four with heat vision to make a gold brick materialize on the roof!

93 GOLD BRICK 93

TYPE: PROPERTY DAMAGE

Search the streets to the west of the central island's Metro Station and notice a row of five fire hydrants.

Destroy all five in quick succession with heat vision to make a gold brick appear.

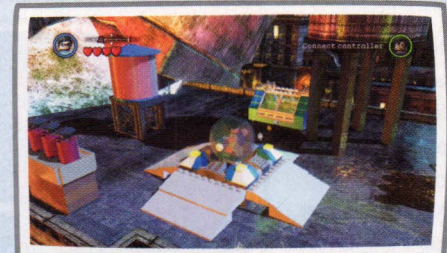


94 GOLD BRICK 94

TYPE: SUIT ROUTE - ROBIN (ACROBAT)



Have Robin don the Acrobat Suit from the signal located just south of the north island bridge and use the suit to scale the nearby building. Follow the studs to reach a gold brick that only Robin can obtain.



95 GOLD BRICK 95

TYPE: PROPERTY DAMAGE

The giant LEGO statue above the central island's Metro Station sports a gold cap on its head. Fly up and destroy the gold cap with heat vision so you may claim the gold brick it covers.



96 GOLD BRICK 96

TYPE: CHECKPOINT RACE (AIR)

Blow 150,000 studs to buy the News Helicopter that's parked on the roof of the tall building just east of Gotham Park's lake. Pilot the chopper and fly through the series of checkpoints that appear in midair to land a gold brick when you reach the run's end!



97 GOLD BRICK 97

TYPE: PROPERTY DAMAGE

Notice a line of lampposts running along the street just east of Gotham Park's lake. Destroy all of them in quick succession with Superman's heat vision to make a gold brick appear nearby.



98 GOLD BRICK 98

TYPE: PROPERTY DAMAGE

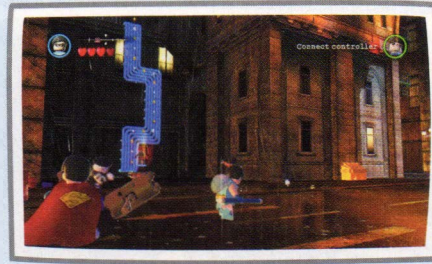
The road forks just east of Gotham Park, forming a triangular intersection. Get into a low hover with Superman and use his heat vision to quickly destroy the collection of LEGO trees here. Destroy them all before any of them return to make a gold brick materialize in the middle.



99 GOLD BRICK 99

TYPE: SUIT ROUTE - ROBIN (MAGNET)

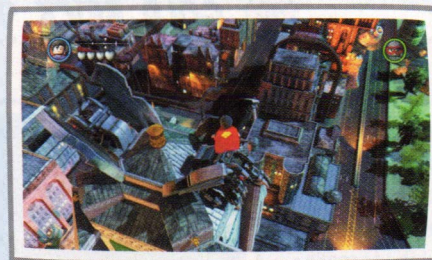
Find a Magnet Suit signal to the south of the central island's Metro Station and use it to scale the magnetic pipes that run up the nearby building. Follow a trail of studs to a rooftop with a simple, miniature maze. Use Robin's magnet to maneuver the small orb around the maze and touch all four buttons to make a gold brick appear.



100 GOLD BRICK 100

TYPE: PROPERTY DAMAGE

Fly up high and fire heat vision at the gold cage atop the tall building two blocks east of Gotham Park. Once the cage has been obliterated, you can claim the gold brick it was guarding!



101 GOLD BRICK 101

TYPE: CHECKPOINT RACE (AIR)



Drop 200,000 studs to purchase the Police Helicopter that sits atop the tall building to the east of the "Y" intersection east of Gotham Park. Pilot the helicopter and fly through the string of checkpoints that materialize as you go. Make it through the final gate to win a gold brick.

102 GOLD BRICK 102

TYPE: PROPERTY DAMAGE

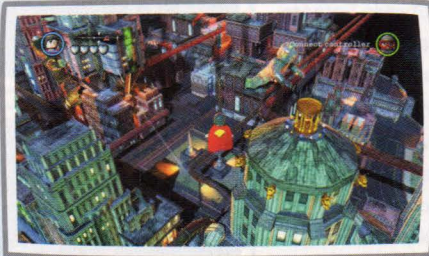


Spy a giant LEGO statue near the southeast end of Gotham Park, and fly up high to notice a gold cap on its head. Blast the cap with heat vision to uncover a gold brick.

103 GOLD BRICK 103

TYPE: PROPERTY DAMAGE

Fly up high and notice a gold cage atop the tall building to the east of Gotham Park's south end. Destroy the cage with heat vision to acquire the gold brick it's guarding!



104 GOLD BRICK 104

TYPE: SUIT ROUTE - ROBIN (ACROBAT)

Search between Gotham Park and the Power Station for a small park with an Acrobat signal between two stone spires. Change into the Acrobat Suit here, then use the suit's abilities to scale the park's south spire. Follow the trail across a zipline, then roll down a long pipe on your way to finding another of Gotham's gold bricks.



105 GOLD BRICK 105

TYPE: CHECKPOINT RACE (SEA)

Purchase the Sports Fishing Boat that floats near the central island's southern shore, then board the boat and motor through the buoys that appear nearby. Follow the series of buoy gates that follow to grab a gold brick when you reach the end.



106 GOLD BRICK 106

TYPE: PROPERTY DAMAGE



Run north along the street to the east of the central island's Metro Station and look for a row of five black plant pots on the street's east side. Quickly destroy all five planters with Superman's heat vision to make a gold brick blink into view!

107 GOLD BRICK 107

TYPE: CHECKPOINT RACE (AIR)



Spend a cool million studs to purchase the LexCorp Micro-VTOL that sits atop the tall building south of the Water Works facility. Pilot the high-tech jetpack and fly through the checkpoints that appear in midair. Race through each gate to claim a gold brick at the end of the run.

108 GOLD BRICK 108

TYPE: PROPERTY DAMAGE

Notice a line of five LEGO bushes on the corner of the street that's just south of the Water Works facility. Destroy all five of these bushes in quick succession to make a gold brick materialize nearby!



109 GOLD BRICK 109

TYPE: SUIT ROUTE - BATMAN (SENSOR)



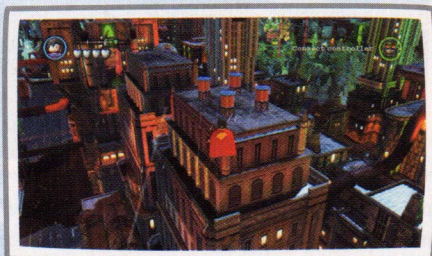
Find a Sensor Suit signal on the street to the east of the central island's Metro Station, and use this suit's unique skills to bypass a network of security cameras as you scale buildings en route to a gold brick.



110 GOLD BRICK 110

TYPE: PROPERTY DAMAGE

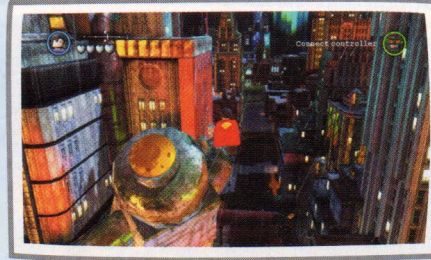
Locate a tall building between the central island's Metro Station and Power Station that has four large water tanks on its roof. Quickly destroy all four tanks with heat vision to make a gold brick appear!



111 GOLD BRICK 111

TYPE: PROPERTY DAMAGE

Fly around and find a giant LEGO statue that appears to be supporting a building between Gotham Park and the Power Station. Destroy the gold cap on the statue's head to uncover a gold brick.



112 GOLD BRICK 112

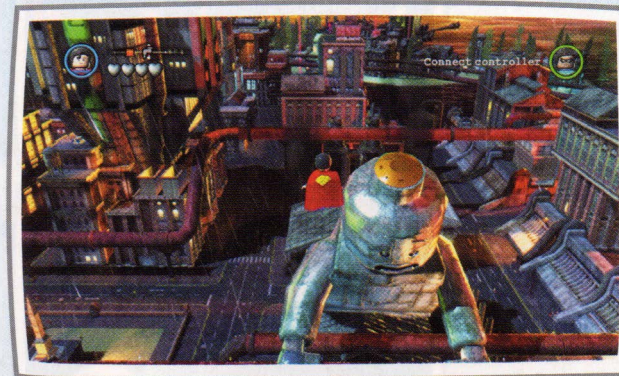
TYPE: SUIT ROUTE - ROBIN (ACROBAT/MAGNET)

Climb into the Acrobat Suit found at the small park with the two spires between Gotham Park and the Power Station. This time, use the suit's skills to scale the park's north spire, then follow a line of studs that leads to a gold brick. You'll need to switch into a Magnet Suit as you go.



113 GOLD BRICK 113

TYPE: PROPERTY DAMAGE



Locate another giant LEGO statue just north of the southeast bridge that leads to Gotham City's southern island. Blast the gold cap off this statue's head with heat vision to expose another gold brick!

114 GOLD BRICK 114

TYPE: SUIT ROUTE - BATMAN (BAT)



Search the central island's south edge between Gotham Park and the Power Station to locate a small church with blue lights and windows.

Claim the Batsuit from the signal on the church grounds, then use the suit's abilities to follow a trail of studs up to a gold brick on the roof.



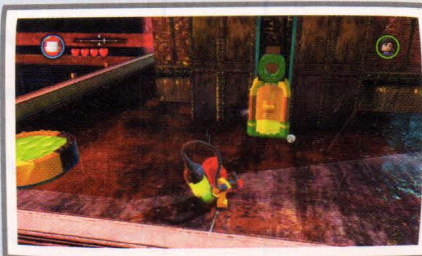
115 GOLD BRICK 115

TYPE: SUIT ROUTE - ROBIN (HAZARD)



Search to the north of the Power Station's parking lot to discover a Hazard Suit signal near a building. Slip into the suit, then spray water into the nearby hole in the wall to extend a climbable wall.

Continue to use the Hazard Suit's skills as you navigate the suit route toward a gold brick.

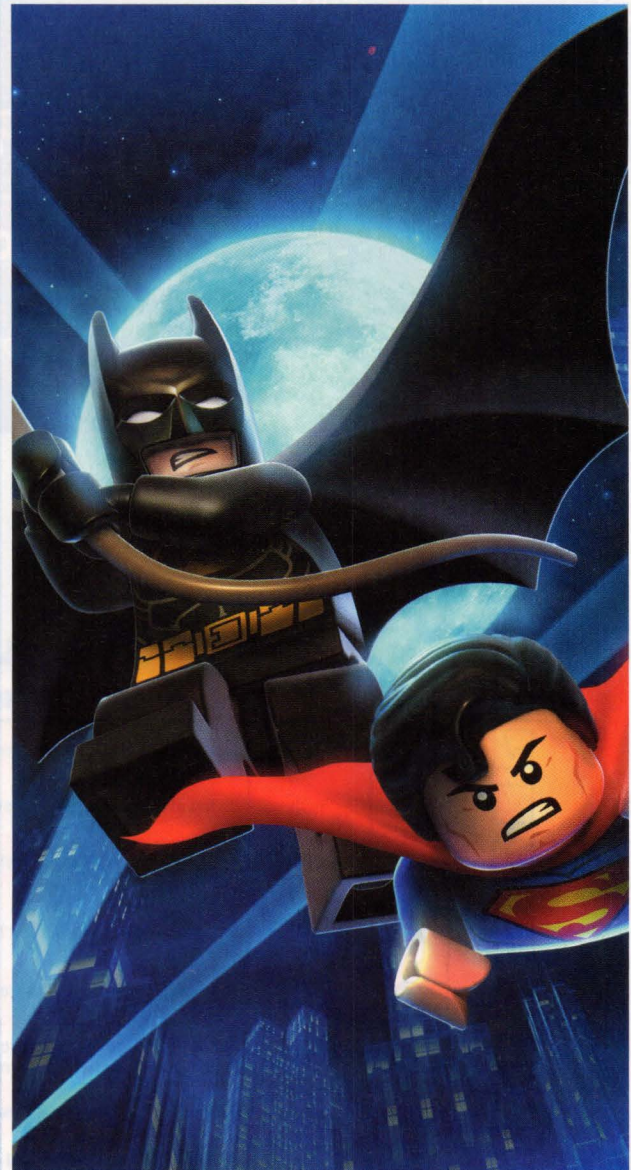


116 GOLD BRICK 116

TYPE: CHECKPOINT RACE (SEA)



Purchase the Speedboat that's docked just north of the Power Station, then take control and race through the checkpoint buoys that appear nearby to speed off with this island's final gold brick!



GOTHAM CITY SOUTH



SOUTH ISLAND BOSSES

DEFEATED?	ICON	BOSS	NOTES	COST	PREREQUISITE
<input checked="" type="checkbox"/>	1	Two-Face	On top of City Hall. Defeat his waves of goons.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	2	Hush	On top of Gotham Hospital. Just beat him up.	100,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	3	Catwoman	On top of the Police Station. Defeat her in battle.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	4	The Riddler	On top of Wayne Tower. Defeat his waves of goons.	125,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	5	Man-Bat	On top of Gotham Cathedral. Destroy the gold bell to reveal.	500,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	6	General Zod	On top of a building near the south island's Metro Station. Attack him with Superman.	500,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	7	Clayface	Outside Gotham Bank. Just beat him up.	100,000	Finish Level 4: Asylum Assignment
<input checked="" type="checkbox"/>	8	Mr. Freeze	On top of Gotham Observatory. Defeat his waves of goons.	500,000	Finish Level 4: Asylum Assignment

SOUTH ISLAND RED BRICKS

GOT IT?	ICON	NOTES	POWER	COST
<input checked="" type="checkbox"/>	15	Play and win the RC ships game on the island's west pier.	Red Brick Finder	50,000
<input checked="" type="checkbox"/>	16	In a Riddler crate at the entrance to City Hall.	Extra Hearts	50,000
<input checked="" type="checkbox"/>	17	Play and win the RC car game in the Police Station's parking lot.	Studs x4	200,000
<input checked="" type="checkbox"/>	18	In a Riddler box at the top of Wayne Tower.	Invincibility	200,000
<input checked="" type="checkbox"/>	19	In a Riddler box on the east side of Gotham Cathedral's grounds.	Peril Finder	50,000
<input checked="" type="checkbox"/>	20	In a Deconstructor crate at the island's southeast dead end.	Studs x10	500,000

SOUTH ISLAND GOLD DOORS

GOT IT?	ICON	CHARACTER	NOTES	GOLD BRICKS NEEDED	COST
<input checked="" type="checkbox"/>	13	Clark Kent	On a roof north of City Hall. Encountered along the suit route that leads to Gold Brick 123.	100	125,000
<input checked="" type="checkbox"/>	14	Commissioner Gordon	The Police Station's west entrance (street level).	30	125,000
<input checked="" type="checkbox"/>	15	Bruce Wayne	On top of Wayne Tower.	45	125,000
<input checked="" type="checkbox"/>	16	Vicki Vale	Atop the building just east of the Gotham Bank. Encountered along the suit route that leads to Gold Brick 154.	20	125,000

SOUTH ISLAND VEHICLES

GOT IT?	ICON	VEHICLE	NOTES	COST
<input checked="" type="checkbox"/>	1	Clown Goon Boat	Docked at the island's west pier.	100,000
<input checked="" type="checkbox"/>	2	Two-Face's Truck	Parked next to City Hall.	250,000
<input checked="" type="checkbox"/>	3	Ambulance	Parked at Gotham Hospital.	100,000
<input checked="" type="checkbox"/>	4	The Penguin's Submarine	Docked at the island's south pier, near the Police Station.	150,000
<input checked="" type="checkbox"/>	5	Fire Engine	Parked at the dead end north of Gotham Cathedral.	100,000
<input checked="" type="checkbox"/>	6	Police Riot Truck	Parked in the alley south of Gotham Cathedral.	100,000
<input checked="" type="checkbox"/>	7	Police Car	Parked at the southeast dead end, south of Gotham Bank.	100,000
<input checked="" type="checkbox"/>	8	LexCorp Juggernaut	Parked behind Gotham Bank.	1,000,000

SOUTH ISLAND CITIZENS IN PERIL

RESCUED?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	24	Goons	Northwest of City Hall, in an alley near a Magnet Suit signal.
<input checked="" type="checkbox"/>	25	Venus Fly Trap	In the small park south of City Hall.
<input checked="" type="checkbox"/>	26	Frozen	In the alley north of City Hall.
<input checked="" type="checkbox"/>	27	Goons	In the alley east of City Hall.
<input checked="" type="checkbox"/>	28	Goons	Behind a wall west of Wayne Tower.
<input checked="" type="checkbox"/>	29	Frozen	In an alley near the coast southeast of Gotham Hospital.
<input checked="" type="checkbox"/>	30	Venus Fly Trap	West side of Gotham Cathedral's grounds.
<input checked="" type="checkbox"/>	31	Venus Fly Trap	Near the south coast, directly south of Wayne Tower.
<input checked="" type="checkbox"/>	32	Frozen	In an alley directly south of Gotham Cathedral.
<input checked="" type="checkbox"/>	33	Frozen	North and slightly east from Gotham Cathedral.
<input checked="" type="checkbox"/>	34	Fire Hydrant	Southeast of the south island's Metro Station.
<input checked="" type="checkbox"/>	35	Goons	In the alley behind Gotham Bank.

SOUTH ISLAND GOLD BRICKS

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	117	Checkpoint Race [Sea]	Buy the Clown Goon Boat docked at the island's west pier, then use it to race through the nearby checkpoints.
<input checked="" type="checkbox"/>	118	Property Damage	Use heat vision to destroy the gold cage on top of the tall building just south of the west bridge that connects to the central island.
<input checked="" type="checkbox"/>	119	Suit Route—Robin [Magnet/Hazard]	Obtain the Magnet Suit found in the alley northwest of City Hall, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	120	Suit Route—Batman [Bat/Electricity/Power]	Obtain the Batsuit found to the southwest of City Hall's courtyard, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	121	Suit Route—Robin [Hazard]	Solve the simple Hazard Suit puzzle in the southwest corner of City Hall's grounds.
<input checked="" type="checkbox"/>	122	Riddler Box	In a Riddler box near the south edge of the islands, south of City Hall.
<input checked="" type="checkbox"/>	123	Suit Route—Batman [Bat/Electricity/Power/Sensor]	Obtain the Batsuit found just north of City Hall, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	124	Suit Route—Robin [Magnet/Acrobat]	Obtain the Magnet Suit found on the north side of City Hall, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	125	Property Damage	Destroy the circle of green LEGO bushes at the southeast side of City Hall's courtyard in quick succession.
<input checked="" type="checkbox"/>	126	Suit Route—Batman [Sensor/Electricity]	Obtain the Sensor Suit found in Gotham Hospital's parking lot, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	127	Suit Route—Batman [Electricity/Power/Bat/Sensor]	Obtain the Electricity Suit found to the west of Gotham Hospital, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	128	Suit Route—Robin [Magnet/Acrobat]	Obtain the Magnet Suit found in the alley east of City Hall, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	129	Suit Route—Robin [Acrobat/Magnet/Hazard]	Obtain the Acrobat Suit found at the dead end south of Gotham Hospital, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	130	Bat/Power/Electricity	Obtain the Batsuit found just west of Gotham Cathedral, then use the suit's powers to follow the nearby stud trail. You'll also make use of the Power Suit and Electricity Suit along the way.
<input checked="" type="checkbox"/>	131	Bat/Power	Obtain the Magnet Suit found west of the central bridge that connects to the central island, then use the suit's powers to follow the nearby stud trail. You'll also make use of a Power Suit as you go.
<input checked="" type="checkbox"/>	132	Suit Route—Batman [Power]	Use heat vision to destroy the gold cage halfway up the west side of the tall building just west of Wayne Tower.
<input checked="" type="checkbox"/>	133	Property Damage	Use Superman to pull apart the crate with the glowing orange handle in the Police Station's parking lot.
<input checked="" type="checkbox"/>	134	Property Damage	Use heat vision to destroy the circular gold plate on the west side of Wayne Tower, near the roof.
<input checked="" type="checkbox"/>	135	Suit Route—Batman [Power/Electricity/Bat/Sensor]	Obtain the Power Suit found beneath Wayne Tower, then use the suit's powers to obtain the nearby gold brick.

GOT IT?	ICON	TYPE	NOTES
<input checked="" type="checkbox"/>	136	Property Damage	Use heat vision to destroy the circular gold plate on the east side of Wayne Tower, near the roof.
<input checked="" type="checkbox"/>	137	Checkpoint Race [Air]	Call for any aircraft at the top of Wayne Tower, then use it to race through the nearby checkpoints.
<input checked="" type="checkbox"/>	138	Property Damage	Quickly destroy the row of five blue phone booths along the road near the dead end south of Wayne Tower.
<input checked="" type="checkbox"/>	139	Checkpoint Race [Sea]	Buy the Penguin's Submarine at the island's southern pier, then use it to race through the nearby checkpoints.
<input checked="" type="checkbox"/>	140	Suit Route—Robin [Magnet/Hazard/Acrobat]	Obtain the Magnet Suit found near the central bridge that connects to the central island, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	141	Property Damage	Quickly destroy the circle of green LEGO bushes in Gotham Cathedral's west grounds.
<input checked="" type="checkbox"/>	142	Property Damage	Use heat vision to destroy the gold cage halfway up the north side of the building just east of Wayne Tower.
<input checked="" type="checkbox"/>	143	Suit Route—Robin [Ice/Hazard]	Obtain the Ice Suit found near the road south of Wayne Tower, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	144	Suit Route—Robin [Acrobat/Hazard/Ice]	Obtain the Acrobat Suit found north of Gotham Cathedral, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	145	Property Damage	Quickly destroy the circle of green LEGO bushes in Gotham Cathedral's east grounds.
<input checked="" type="checkbox"/>	146	Suit Route—Batman [Power/Bat]	Obtain the Power Suit found on the corner of the road east of the south island's Metro Station, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	147	Suit Route—Robin [Acrobat/Magnet/Ice]	Obtain the Acrobat Suit found at the island's southeast dead end, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	148	Checkpoint Race [Sea]	Call for any boat at the Gotham Observatory's pier, then race through the nearby checkpoints.
<input checked="" type="checkbox"/>	149	Property Damage	Use Lex Luthor to Deconstruct the black crate on the Gotham Observatory's pier.
<input checked="" type="checkbox"/>	150	Property Damage	Use heat vision to destroy the gold plate on the lens of the telescope that the Gotham Observatory's giant LEGO statue is holding.
<input checked="" type="checkbox"/>	151	Suit Route—Robin [Acrobat]	Obtain the Acrobat Suit found near the east bridge that connects to the central island, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	152	Suit Route—Batman [Bat/Electricity/Power]	Obtain the Batsuit found just east of Gotham Cathedral, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	153	Suit Route—Robin [Magnet/Acrobat/Hazard]	Obtain the Magnet Suit found at the corner of the road on the island's northeast corner, then use the suit's powers to follow the nearby stud trail.
<input checked="" type="checkbox"/>	154	Suit Route—Robin [Hazard/Magnet]	Obtain the Hazard Suit found behind (east of) Gotham Bank, then use the suit's powers to follow the nearby stud trail.

OVERVIEW

They say that good things come in threes, and Gotham City's third island certainly holds plenty of goodies for you to find! This is the last island you'll unlock, and it features most of Gotham City's municipal structures, including City Hall, the Police Station, Gotham Hospital, and Gotham Bank. Of course, the south island's most notable landmark is the impossibly tall Wayne Tower, which stands proudly near the heart of the island. Let's see what this final island has in store!

SOUTH ISLAND LOCATIONS (BATCOMPUTER REMOTE TERMINALS)

- | | | | |
|-------------------|------------------|-------------------------|----------------------|
| 1 CITY HALL | 5 WAYNE TOWER | 5 GOTHAM CATHEDRAL | 7 GOTHAM OBSERVATORY |
| 2 GOTHAM HOSPITAL | 4 POLICE STATION | 6 METRO STATION (SOUTH) | 8 GOTHAM BANK |

SOUTH ISLAND BOSS BATTLES

1 TWO-FACE

TYPE: WAVES

COST TO BUY: 125,000

ASSOCIATED AREA: CITY HALL

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

The villainous Two-Face awaits battle on the roof of City Hall. Fly up and beat down his goons, then batter the boss with righteous blows to bring him to justice!



2 HUSH

TYPE: NORMAL

COST TO BUY: 100,000

ASSOCIATED AREA: GOTHAM HOSPITAL

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

Hush lurks on the glowing-red roof of Gotham Hospital. Simply land on the rooftop and beat this bandaged baddy to a pulp.



3 CATWOMAN

TYPE: NORMAL

COST TO BUY: 125,000

ASSOCIATED AREA: POLICE STATION

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

Catwoman is cleaning her claws atop the Police Station. Fly up there and defeat her to add another villain to your Free Play army.



4 THE RIDDLER

TYPE: WAVES

COST TO BUY: 125,000

ASSOCIATED AREA: WAYNE TOWER

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT

The devious Riddler awaits combat atop Wayne Tower. How he and his goons got all the way up here is a mystery, but one thing's for sure: You'll need to defeat the Riddler's goons before you can damage this bothersome boss! The Riddler's ability to open special Riddler boxes found around Gotham City makes him extremely valuable, so unlock him without delay.



5 MAN-BAT

TYPE: NORMAL

COST TO BUY: 500,000

ASSOCIATED AREA: GOTHAM CATHEDRAL

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



A hideous villain known as Man-Bat resides in Gotham Cathedral's bell tower. Fly up and use heat vision to destroy the tower's golden bell and expose this shy boss, then simply battle Man-Bat to bring him to justice. Man-Bat's ability to shatter glass LEGO objects, in the same manner as the Batsuit makes him handy to have in Free Play!

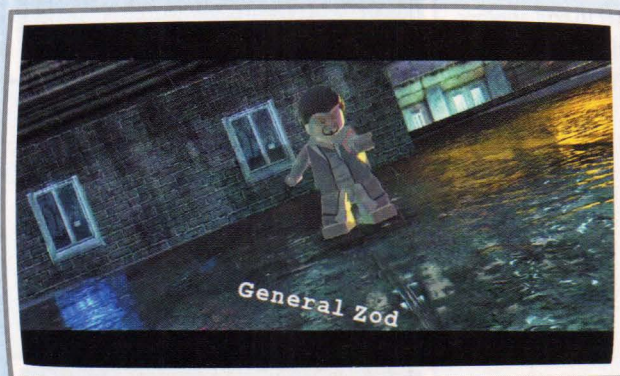
6 GENERAL ZOD

TYPE: NORMAL

COST TO BUY: 500,000

ASSOCIATED AREA: METRO STATION (SOUTH)

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



Search the rooftops near the south island's Metro Station to discover General Zod; a worthy opponent that only Superman can defeat! Land on the rooftop and clobber General Zod with the Man of Steel's mighty blows.

7 CLAYFACE

TYPE: NORMAL

COST TO BUY: 100,000

ASSOCIATED AREA: GOTHAM BANK

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



This villain lurks just outside of Gotham Bank's back entrance. Battle Clayface and bring him to justice before the villain attempts a daring heist!

8 MR. FREEZE

TYPE: WAVES

COST TO BUY: 500,000

ASSOCIATED AREA: GOTHAM OBSERVATORY

PREREQUISITE: FINISH LEVEL 4: ASYLUM ASSIGNMENT



Located just off the south island's southeast coast, Gotham Observatory is a favorite hangout of Mr. Freeze. Land on the Observatory's rooftop to battle this villain, along with his waves of goons.

SOUTH ISLAND RED BRICKS

15 RED BRICK 15

POWER: RED BRICK FINDER

SKILLS: NONE

COST TO BUY: 50,000



This red brick actually helps you track down others. Visit the south island's west docks and use one of the control panels

there to destroy tiny enemy subs with an RC ship. Wipe out the entire enemy fleet to make a red brick materialize nearby!

16 RED BRICK 16

POWER: EXTRA HEARTS

SKILLS: RIDDLER

COST TO BUY: 50,000

Use the Riddler to open the curious box found just outside of City Hall's front entrance. There's a red brick inside!

This one gives your characters even more hearts than normal, helping them stay in the fight. Grab this red brick after finishing Story mode to make searching for collectibles a little easier.

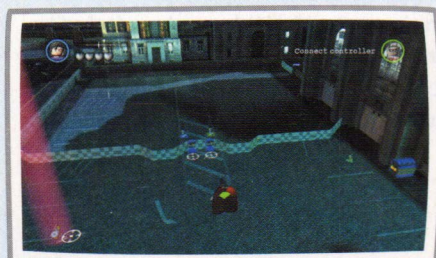


17 RED BRICK 17

POWER: STUDS X4

SKILLS: NONE

COST TO BUY: 200,000



Find more RC control panels at the Police Station parking lot. Use these to drive a small RC car around the lot, smashing up

enemies with your car's giant hammer! Destroy every enemy car to make a red brick blink into view nearby. This one quadruples the value of every stud you collect!

18 RED BRICK 18

POWER: INVINCIBILITY

SKILLS: RIDDLER

COST TO BUY: 200,000



Fly all the way up to the top of Wayne Tower and land on its roof to discover a Riddler box. Open this with none other than the Riddler

himself to obtain another red brick. Once activated, this valuable brick's power makes all of your characters impossible to harm!

19 RED BRICK 19

POWER: PERIL FINDER

SKILLS: RIDDLER

COST TO BUY: 50,000

Use the Riddler to open the strange box on the east side of Gotham Cathedral's grounds.

Purchase the red brick you find inside to unlock a special tool that helps you track down nearby Citizens in Peril. How heroic! Grab this red brick after finishing Story mode to make searching for collectibles a little easier.



20 RED BRICK 20

POWER: STUDS X10

SKILLS: DECONSTRUCTOR

COST TO BUY: 500,000



Search the streets for a black crate that sits in an alley near the coastline just southeast of Gotham Bank. Rip this crate open

with Lex Luthor's Deconstructor and purchase the precious red brick you discover within. Now every stud you collect will be worth ten times its normal value! It won't take long to amass a Wayne-sized fortune with this awesome brick.

SOUTH ISLAND GOLD DOORS

13 GOLD DOOR 13

CHARACTER: CLARK KENT
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 100



Search the rooftops just north of City Hall for a gold door requiring 100 gold bricks to open. Build this door, then purchase Superman's bumbling alter ego, Clark Kent, for a mere 125,000 studs!

15 GOLD DOOR 15

CHARACTER: BRUCE WAYNE
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 45



Billionaire playboy philanthropist Bruce Wayne costs just 125,000 studs to unlock. Find his gold door high atop Wayne Tower, on the roof.

14 GOLD DOOR 14

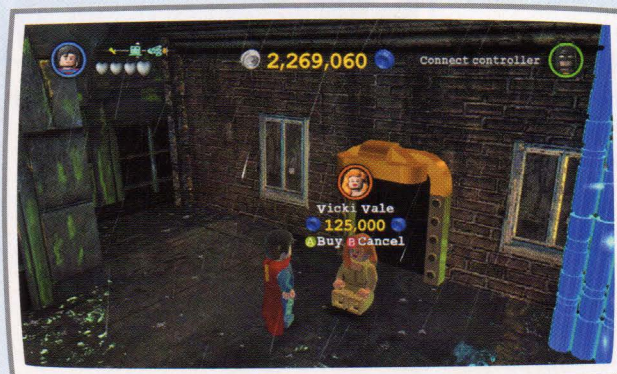
CHARACTER: COMMISSIONER GORDON
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 30



With so much crime in Gotham, Commissioner Gordon never leaves the office. Give the hardworking Commissioner a break by building the gold door on the west side of the Police Station (street level). Gordon comes swinging out of the door, eager for some adventure!

16 GOLD DOOR 16

CHARACTER: VICKI VALE
COST TO BUY: 125,000
GOLD BRICKS NEEDED: 20



Gotham's most probing journalist, Vicki Vale, can be unlocked by building the gold door on the roof of the building that stands just east of Gotham Bank. Robin will pass by this door during the suit route that leads him to Gold Brick 154.

SOUTH ISLAND VEHICLES

1 CLOWN GOON BOAT

TYPE: SEACRAFT
COST TO BUY: 100,000

Take a stroll along the south island's west pier to spy a colorful boat docked nearby. Buy this worthy vessel for a mere 100,000 studs, then take to the open sea!

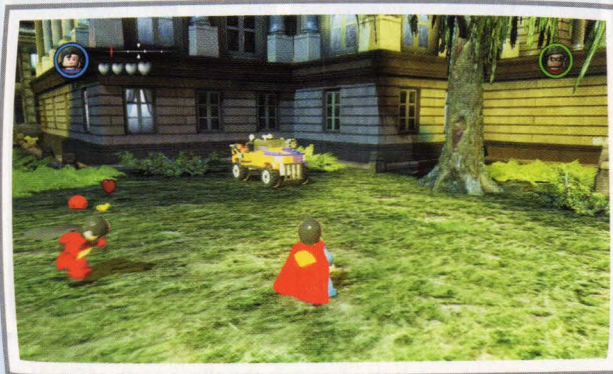


Visit the island's south pier to find a gnarly watercraft that's ripe for the buying. Purchase the Penguin's Submarine, then use it to beat the nearby checkpoint race!



2 TWO-FACE'S TRUCK

TYPE: LAND
COST TO BUY: 250,000



Two-Face has parked his souped-up truck right next to City Hall. Find it on the west side of the building and lay down 250,000 studs to buy this big, bad ride.

Investigate the dead-end road just north of Gotham Cathedral to find a Fire Engine that's for sale on the open market. Plop down 100,000 studs and then race off toward the nearest emergency!

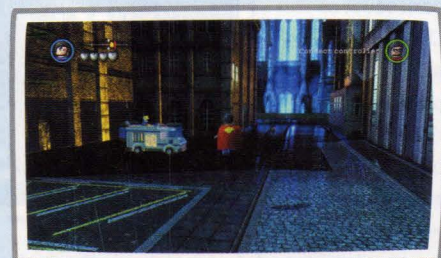
3 AMBULANCE

TYPE: LAND
COST TO BUY: 100,000

Purchase one of Gotham's ever-running Ambulances for a mere 100,000 studs, and never stop for a red light again! You'll find one parked in the lot at Gotham Hospital.



Search the alley south of Gotham Cathedral to discover an armored Police Riot Truck that can be bought for only 100,000 studs. Lay down some cold, hard studdage and unlock another awesome ride!



6 POLICE RIOT TRUCK

TYPE: LAND
COST TO BUY: 100,000

1 POLICE CAR

TYPE: LAND
COST TO BUY: 100,000



This traditional police cruiser is parked at the island's southeast dead end, south of Gotham Bank. Buy the Police

Car, then cruise the streets and start bagging some bad guys!

8 LEXCORP JUGGERNAUT

TYPE: LAND
COST TO BUY: 1,000,000



Few land vehicles can intimidate like the LexCorp Juggernaut. This high-tech urban assault vehicle was built to withstand

tremendous punishment while dishing out plenty of firepower. The price isn't cheap, but neither is the quality!

SOUTH ISLAND CITIZENS IN PERIL

24 CITIZEN IN PERIL 24

TYPE: GOONS



Search the alley to the northwest of City Hall, near a Magnet Suit signal, for a citizen of Gotham City who's being held up by one of the Penguin's goons. Smash the little baddy to save the man from danger!

26 CITIZEN IN PERIL 26

TYPE: FROZEN



A man has somehow become frozen in the alleys north of City Hall. Use heat vision to melt the ice block that has trapped him and save the poor frozen fellow!

25 CITIZEN IN PERIL 25

TYPE: VENUS FLY TRAP

Visit the small park south of City Hall to find an overgrown plant monster that's gobbling up a citizen. Toss a Batarang to whack all three of the plant's buds to defeat it and save the day!



27 CITIZEN IN PERIL 27

TYPE: GOONS

Check the alleys to the east of City Hall for another citizen who's being held up by goons. Defeat these baddies to rescue their helpless victim!



28 CITIZEN IN PERIL 28

TYPE: GOONS

More Penguin goons have cornered a citizen behind a low wall just west of Wayne Tower. Put a stop to this criminal activity and save the poor man from his plight!



29 CITIZEN IN PERIL 29

TYPE: FROZEN

Explore the alleys to the southeast of Gotham Hospital, along the island's south coast, to find a small, standing block of ice. Blast this with Superman's heat vision to thaw out another frozen citizen!



30 CITIZEN IN PERIL 30

TYPE: VENUS FLY TRAP



Visit the west side of Gotham Cathedral's grounds to find another giant plant monster that's chomping away on a

helpless citizen. Save the day and slay the ravenous plant by whacking all three of its buds with a well-thrown Batarang.

31 CITIZEN IN PERIL 31

TYPE: VENUS FLY TRAP

Go south from Wayne Tower and visit the island's scenic southern coastline. Defeat another huge fly trap plant here with a Batarang to rescue the citizen it's snacking on!



32 CITIZEN IN PERIL 32

TYPE: FROZEN

Use heat vision to melt the block of ice in the alley south of Gotham Cathedral. That's another frozen citizen you've saved!



33 CITIZEN IN PERIL 33

TYPE: FROZEN

Rescue another frosty citizen by melting the ice block in the alley northeast of Gotham Cathedral. Very cool!



34 CITIZEN IN PERIL 34

TYPE: FIRE HYDRANT



Look for a gushing fire hydrant to the southeast of the south island's Metro Station. Freeze the spouting water

with freeze breath to rescue the hapless citizen who's stuck atop the geyser!

35 CITIZEN IN PERIL 35

TYPE: GOONS

Beat down more of the Penguin's goons in the alley behind Gotham Bank, and save another citizen from a mugging!



SOUTH ISLAND GOLD BRICKS

117 GOLD BRICK 117

TYPE: CHECKPOINT RACE (SEA)

Purchase the Clown Goon Boat that's docked at the south island's west pier, then speed through the nearby checkpoint buoys as you race toward a gold brick!



118 GOLD BRICK 118

TYPE: PROPERTY DAMAGE

Use Superman's heat vision to destroy the gold cage atop the tall building that stands just south of the west bridge connecting to Gotham's central island.



119 GOLD BRICK 119

TYPE: SUIT ROUTE - ROBIN (MAGNET/HAZARD)

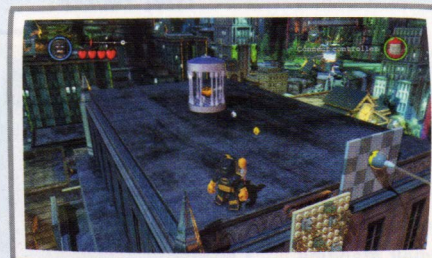


Find a Magnet Suit signal in the alley just west of City Hall, then use the suit's powers to follow the nearby trail of studs up a building. The studs will lead you to a gold brick, but you'll need to change into Robin's Hazard Suit along the way.

120 GOLD BRICK 120

TYPE: SUIT ROUTE - BATMAN (BAT/ELECTRICITY/POWER)

Locate a Batsuit signal to the south of City Hall, then use the suit's abilities to climb the nearby building. Follow a trail of studs toward a gold brick, changing into the Electricity Suit and then Power Suit along the way.



121 GOLD BRICK 121

TYPE: SUIT ROUTE - ROBIN (HAZARD)



Don the Hazard Suit found in the southwest corner of the City Hall courtyard, then fill the three standing tanks with colored fluid

from the nearby vats. This simple act is enough to earn you a shiny gold brick!

122 GOLD BRICK 122

TYPE: RIDDLER BOX

Use the Riddler to open the curious box found near the south edge of the island, to the south of City Hall. These sorts of boxes usually contain red bricks, but this one's got a gold one!



123 GOLD BRICK 123

TYPE: SUIT ROUTE - BATMAN
(BAT/ELECTRICITY/POWER/SENSOR)



Find a Batsuit just north of City Hall and use it to shatter the nearby glass case. This exposes a grapple signal; zip up to a building and follow a trail of studs toward a gold brick, utilizing many more suits along the way.



124 GOLD BRICK 124

TYPE: SUIT ROUTE - ROBIN (MAGNET/ACROBAT)

Locate a Magnet Suit signal on the north side of City Hall. Use the suit to climb the City Hall building on your way toward a nearby gold brick. You'll also use the Acrobat Suit while hunting down this prize.



125 GOLD BRICK 125

TYPE: PROPERTY DAMAGE

Quickly destroy the circle of LEGO bushes in the southeast corner of City Hall's courtyard to make a gold brick appear. Superman's heat vision accomplishes this task quite nicely.



126 GOLD BRICK 126

TYPE: SUIT ROUTE - BATMAN (SENSOR/ELECTRICITY)



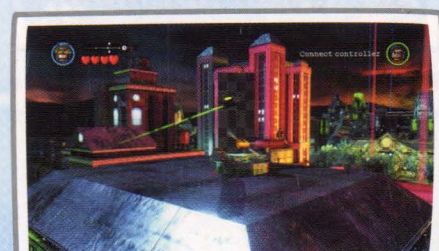
Claim the Sensor Suit from the signal found right next to Gotham Hospital (within the building's surrounding wall) and follow the nearby trail of studs up the building on your way to finding a gold brick. The Electricity Suit also comes into play.



127 GOLD BRICK 127

TYPE: SUIT ROUTE - BATMAN
(ELECTRICITY/POWER/BAT/SENSOR)

An Electricity Suit lies just across the road to the southwest of Gotham Hospital. Use this suit to climb up the nearby building, and follow the long stud trail toward a gold brick, changing into various other suits along the way.



128 GOLD BRICK 128

TYPE: SUIT ROUTE - ROBIN (MAGNET/ACROBAT)

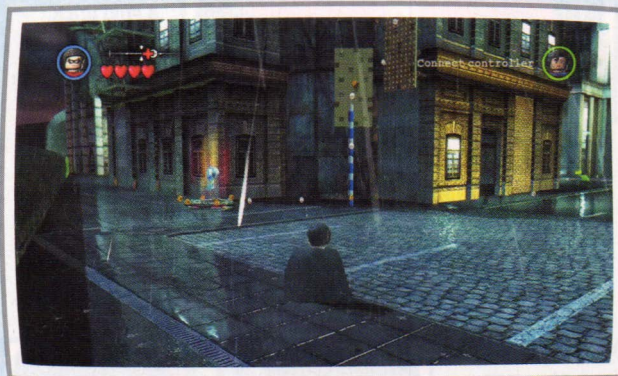


Explore the alleys to the east of City Hall to discover a Magnet Suit signal. Use this suit to scale the nearby building, and later change into an Acrobat Suit as you progress toward a gold brick.



129 GOLD BRICK 129

TYPE: SUIT ROUTE - ROBIN (ACROBAT/MAGNET/HAZARD)

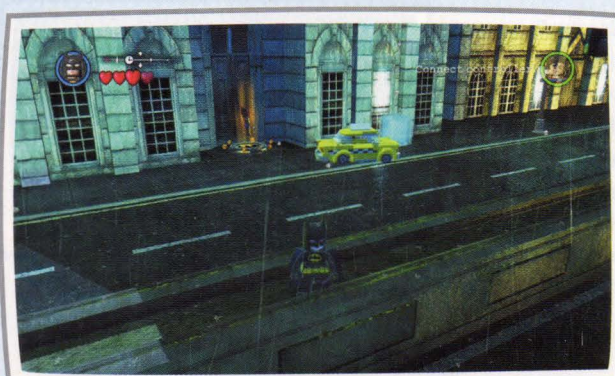


Begin your hunt for this gold brick by claiming the Acrobat Suit found at the dead end near the coast to the southeast of

Gotham Hospital. Use this suit's special abilities, along with those of two other suits, as you follow a line of studs toward your prize.

130 GOLD BRICK 130

TYPE: BAT/POWER/ELECTRICITY



Claim the Batsuit from the signal that lies just west of Gotham Cathedral, then shatter the nearby glass tank to expose a grapple signal.

Zip up to the building above and begin to follow a trail of studs that leads you toward a gold brick. You'll also make use of the Power Suit and Electricity Suit along the way.



131 GOLD BRICK 131

TYPE: BAT/POWER



Find another Batsuit signal to the west of the central bridge that connects to the central island. Claim the suit and use its

powers to scale the nearby building, following a stud trail in search of a shiny gold brick. You'll also make use of a Power Suit as you go.

132 GOLD BRICK 132

TYPE: PROPERTY DAMAGE/SUIT ROUTE - BATMAN (POWER)

Fly up and use heat vision to destroy the gold cage found about halfway up the west side of the tall building to the west of Wayne Tower. This exposes a Power Suit; land and toggle to Batman, then don the Power Suit and use it to track down a nearby gold brick.



136 GOLD BRICK 133

TYPE: PROPERTY DAMAGE

Swing by the Police Station and locate a crate with a glowing orange handle in the parking lot. Rip open this crate with Superman to discover a gleaming gold brick!



134 GOLD BRICK 134

TYPE: PROPERTY DAMAGE



Fly way up high, all the way to the top of Wayne Tower, and use heat vision to destroy the circular gold plate on the roof's west side. The plate was covering a gold brick. Land and claim this prize!

135 GOLD BRICK 135

TYPE: SUIT ROUTE - BATMAN (POWER/ELECTRICITY/BAT/SENSOR)

Slip into the Power Suit found directly beneath Wayne Tower, then use it to complete a suit-based puzzle that plays out in the surrounding area. First, use the Power Suit to obtain the Electricity Suit, then use the Electricity Suit to score the Batsuit. Finally, use the Batsuit to obtain the Sensor Suit, which allows you to sneak past the central security camera and claim the gold brick that it's guarding. Whew!



136 GOLD BRICK 136

TYPE: PROPERTY DAMAGE

Soar to the peak of Wayne Tower and use heat vision to obliterate another large, gold plate on the roof's east side. Touch down on the tower and collect the gold brick you've just uncovered.



137 GOLD BRICK 137

TYPE: CHECKPOINT RACE (AIR)

Use the Batcomputer Remote Terminal atop Wayne Tower to call for your favorite aircraft, then fly through the checkpoint gates that appear nearby. Race through all the gates before time expires to finish and find yourself one gold brick richer!



138 GOLD BRICK 138

TYPE: PROPERTY DAMAGE



Travel south from Wayne Tower, following a street toward a dead end. Notice a row of five blue phone booths along the street

near the dead end and destroy them all in quick succession to dial in on another gold brick!

139 GOLD BRICK 139

TYPE: CHECKPOINT RACE (SEA)

Buy the Penguin's Submarine, which is docked at the south island's southern pier, then climb aboard and speed



through the buoy gates that appear in the nearby waters. Reach the final gate with time to spare to nab a gold brick!

140 GOLD BRICK 140

TYPE: SUIT ROUTE - ROBIN (MAGNET/HAZARD/ACROBAT)



Find a Magnet Suit signal to the east of the central bridge that connects to the central island. Use this suit to climb up the nearby building, following a line of studs toward a Hazard Suit and, eventually, an Acrobat Suit that allows you to claim a gold brick.



141 GOLD BRICK 141

TYPE: PROPERTY DAMAGE



Scour the west side of Gotham Cathedral's grounds to discover a circle of small, green LEGO bushes. Quickly destroy

all of the bushes before any of them blink back into existence, and a gold brick will appear!

142 GOLD BRICK 142

TYPE: PROPERTY DAMAGE

Fly around the building to the east of Wayne Tower and spy a gold cage on its north side. Shatter the cage with a dose of heat vision to get at the gold brick it's protecting!



143 GOLD BRICK 143

TYPE: SUIT ROUTE - ROBIN (ICE/HAZARD)



Find an Ice Suit signal near the road to the south of Wayne Tower and use it to follow a trail of studs toward a gold brick. A

Hazard Suit also comes in handy as you pursue this prize.



144 GOLD BRICK 144

TYPE: SUIT ROUTE - ROBIN (ACROBAT/HAZARD/ICE)

Jump into the Acrobat Suit found just northeast of Gotham Cathedral and use it to scale the nearby building. Let a line of studs lead you to a gold brick, and swap your Acrobat Suit for others along the way that will help you complete the journey.



145 GOLD BRICK 145

TYPE: PROPERTY DAMAGE



Visit the east side of Gotham Cathedral's grounds to find another conspicuous ring of LEGO bushes. Quickly blast

all five with heat vision to destroy them and make a gold brick materialize!

146 GOLD BRICK 146

TYPE: SUIT ROUTE - BATMAN (POWER/BAT)



Run east along the road that's just north of the central island's Metro Station to find a Power Suit when you reach the corner. Use this suit's abilities to help you follow a trail of studs up a building and toward a gold brick. You'll utilize a Batsuit along the way as well.

147 GOLD BRICK 147

TYPE: SUIT ROUTE - ROBIN (ACROBAT/MAGNET/ICE)

Locate an Acrobat Suit signal at the island's southeast dead end, southeast from the Metro Station. Use the suit's skills to follow a trail of studs up a nearby building in pursuit of a gold brick. A Magnet Suit and an Ice Suit also come into play as you hunt down this goodie.



148 GOLD BRICK 148

TYPE: CHECKPOINT RACE (SEA)



Fly to the small isle to the southeast of the south island to visit the Gotham Observatory. Call for your favorite boat at the

Batcomputer Remote Terminal, then race through the checkpoint buoys that appear nearby. Reach the end of the run with time to spare to find a gold brick waiting for you at the finish!

149 GOLD BRICK 149

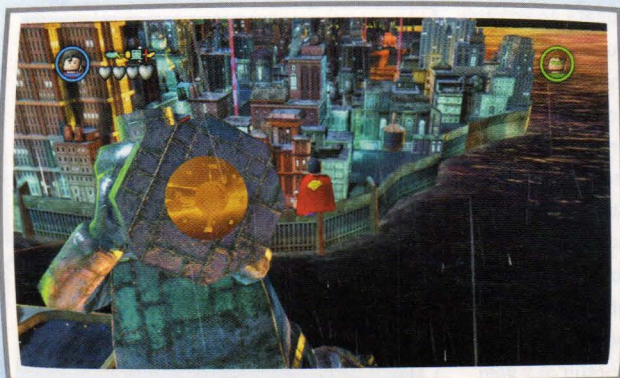
TYPE: PROPERTY DAMAGE



Use Lex Luthor's devious Deconstructor to rip open the black crate on the Gotham Observatory's pier. A gold brick is all that's left behind!

150 GOLD BRICK 150

TYPE: PROPERTY DAMAGE

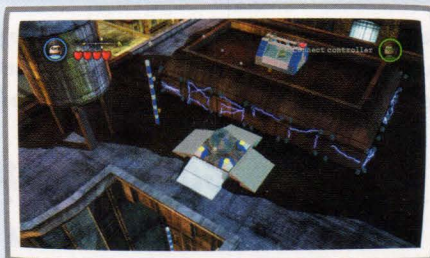


Fly up to the south side of the Gotham Observatory and spy a gold plate inside the large telescope that a giant LEGO statue is peering through. Blast the gold plate with heat vision to uncover a gold brick!

151 GOLD BRICK 151

TYPE: SUIT ROUTE - ROBIN (ACROBAT)

Find an Acrobat Suit right near the east bridge that connects to the central island. Use this suit to scale the nearby building, then follow a line of studs around a zany route that lands you near a gold brick.



152 GOLD BRICK 152

TYPE: SUIT ROUTE - BATMAN (BAT/ELECTRICITY/POWER)



Don the Batsuit that's found just across the road to the east of Gotham Cathedral, then shatter a nearby glass case to access a grapple signal. Use this signal to begin your hunt for another gold brick, changing into other suits as needed along the way.

153 GOLD BRICK 153

TYPE: SUIT ROUTE - ROBIN (MAGNET/ACROBAT/HAZARD)

Claim the Magnet Suit located along the road at the island's northeast corner, then climb up the nearby magnetic piping to begin searching for a gold brick. Additional suits must be used as you follow the line of studs to your reward.



154 GOLD BRICK 154

TYPE: SUIT ROUTE - ROBIN (HAZARD/MAGNET)



The hunt for Gotham's final gold brick fittingly begins in the alley behind (east of) Gotham Bank. Use the Hazard Suit found here to track down the gold brick by following a trail of studs toward this final golden prize.

LEGO GOTHAM CITY



STORY CHARACTERS



GOLD BRICK STUD REQUIREMENT:

1,000,000

AMASS 175 GOLD BRICKS, THEN VISIT SCENIC GOTHAM PARK, LOCATED IN THE HEART OF THE CITY'S CENTRAL ISLAND. BUILD THE SPECIAL GOLD DOOR FOUND NEAR THE PARK'S CENTRAL FOUNTAIN TO OPEN A MYSTERIOUS PORTAL TO A NEW VERSION OF GOTHAM CITY - ONE THAT'S BUILT ENTIRELY OF LEGO! THERE ARE NO DEVIANT VILLAINS OR HIDDEN COLLECTIBLES TO HUNT DOWN IN LEGO GOTHAM CITY. INSTEAD, YOUR SINGULAR OBJECTIVE IS TO COLLECT 1,000,000 STUDS FROM THIS WHOLLY DESTRUCTIBLE ZONE. ACCOMPLISH THIS FEAT AND YOU'LL EARN LEGO BATMAN 2'S MOST CHALLENGING GOLD BRICK!

OBJECTIVE: FIND 1,000,000 STUDS



A million studs, eh? Better roll up your sleeves and start smashing! Destroy everything in sight as you explore this model-sized version of Gotham, stockpiling studs from the get-go.

Work your way down toward the Amusement Mile, then push on the green side of the paddle there to activate the nearby rocket ride.

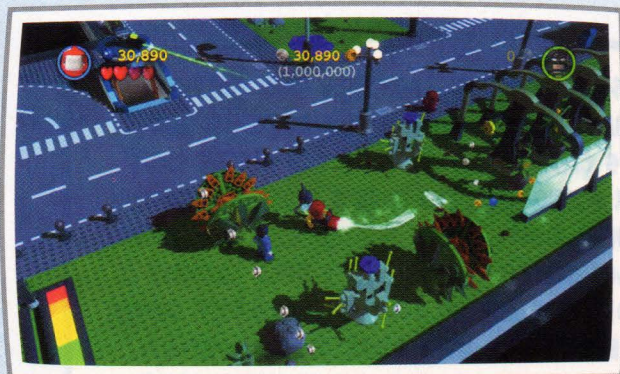


Destroy the rocket ships that fly off the ride, then toss Batarangs to destroy the remainder of the ride itself. Smash the ride's base to expose a Hazard Suit signal for Robin.

NOTE

The nearby Joker and Riddler boxes can be opened only when you revisit this secret stage during Free Play. There are more of these boxes elsewhere in the level, and each one contains bonus studs.

JUST SPRAYING AROUND



Grab the Hazard Suit, then clean up the surrounding toxic waste with Robin, and also douse the giant plants to the right to make them open and expose valuable studs. Destroy the plants afterward for even more loot!

TIP

Refill Robin's water tank as you please by hopping into the fountain near the starting point.



When you've finished cleaning up the area, run to the right and turn a valve to lower the bridge that connects to the central island. Hurry across without delay!

TIP

When crossing the bridge, look for precious studs in the gate towers!

THE CENTRAL ISLAND



Smash more stuff as you explore the central island, stockpiling more and more studs. Have Batman slip into the Batsuit found near the island's center.



Next, go to the right and wash away the toxic waste near the bridge that leads to the third island. The bridge is out and there's no valve around, so you can't cross over just yet.

ZOO ZANINESS



Go south instead and smash up the zoo area to discover the Penguin. Surprisingly, the vile villain doesn't want to fight—he's here to play, too!

Use the Penguin's goons to destroy the nearby silver animal pen. Simply tap the Action button to send out a goon, then hold the

Action button to detonate it. Ride the lion and gorilla afterward to make precious stud trails appear!



Smash up the entire animal pen, then toss Batarangs to chop down the tall palm tree. Hey, there's a Magnet Suit signal beneath the tree!



Have Robin wash away the toxic waste near the Ace Chemicals factory to the south, then change into his Magnet Suit. Backtrack and return to the first island.

TIP

Send a Penguin goon into the small igloo north of the zoo building to destroy the building from the inside out!

CHECKLISTS

LEGO GOTHAM CITY

GOTHAM CITY

WALKTHROUGH

SUPER HERO TRAINING

CHARACTERS AND VEHICLES

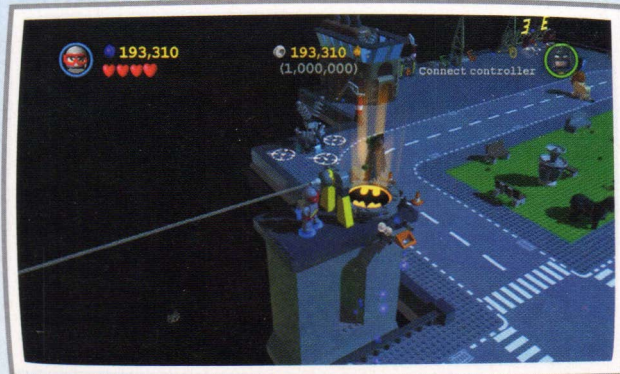
INTRODUCTION

MAGNETIC ACTION

Back at the first island, use Batman's sonar gun to shatter the glass windows of the Botanical Gardens to the south, then destroy the remnants of the building to pocket more studs.



With the Botanical Gardens fully frisked, return to the bridge and walk up the magnetic piping on the gate tower with Robin. Pull on a magnetic hinge up top to extend a zipline to the tower to the right.



Zip across the line and land on the far tower, then build the bouncing LEGO pieces here to attach a grapple handle. Now Batman can grapple up and grab the Sensor Suit!

SUBWAY SENSE TINGLING



Obtain the Sensor Suit, then use it to become invisible. Run to the left and enter the subway near the Amusement Mile, which you couldn't have entered before due to a pesky security camera.



You can also sprint to the right and pull a lever to open the train car's doors. Carefully jump out and grab the handles on the side of the car, and you'll begin to collect all those floating studs that tempt you as you speed past!



While riding the subway train, start hammering the Attack button to smash up the interior for studs. Every little bit helps!

TIP

It's easier to grab the subway studs with a flying character. You'll soon have one, so don't worry too much about them for now.

THE THIRD ISLAND

The subway ride soon ends, and you emerge on the third (and final) island. Neat! Break lots more stuff over here as you explore.

Follow the road to the left from the subway station and smash up the old car you discover to expose an Electricity Suit signal for Batman. This will come in handy!



Continue to follow the road as it bends to the south. Locate a blue and gray phone booth, and have Clark Kent use this to transform into Superman!



TIP

Fly up high with Superman and use heat vision to obliterate the nearby Gotham Cathedral, starting with the roof. It's worth lots of studs!

BRIDGE BUILDER

Go left from the phone booth and build the bouncing LEGO pieces nearby to repair the broken bridge. Now you can move freely between the three islands!



Now's a good time to hop into the Batmobile and follow the stud trail that appears. Raise the left island bridge so you can jump it like a ramp and claim valuable studs from midair!



HOSPITAL ROMP

Use the Penguin's goons to destroy the Hospital's exposed supports. Enter the building afterward and smash up the place to discover an Acrobat Suit signal for Robin.



Gotham Hospital stands just south of the phone booth. Push the green side of the spinner out front to jack up the building, revealing silver supports.



TIP

After you claim the Acrobat Suit, switch to Superman, fly up high and use heat vision to destroy the Hospital's roof. You'll earn even more studs!

OBSERVATORY ANTICS

Head to the right and grapple a pull handle to yank open a crate. Stack the bouncing LEGO pieces that tumble out to add a large telescope to the nearby Gotham Observatory.



Have Robin curl up and roll onto the nearby ball socket. Use this device to spin the Observatory's telescope until a shaft of light shines out, scoring you studs.



SHOCKING PROGRESS

The Power Station is your next destination, but you need to bring three electrical charges over there, one at a time. Sprint to the third island's bridge and climb the nearby gate tower to reach a zipline that leads to an active electric switch. Drain the charge with Batman, then drop down.



Sprint south to discover another active electric switch standing in the central island's southwest corner. Place this charge into the Power Station's exterior hub as well.



Now sprint to the central island's northwest corner to locate the Power Station. Deposit the charge that Batman just acquired into the three-pronged power hub near the station. Two more to go!



The final electric switch is found all the way to the left, on the first island's west edge. Drain the charge, then build the nearby bouncing LEGO pieces to form a little Batman Dodgem car. Hop in and follow the stud trail that appears nearby.



TIP

Don't miss the line of blue studs behind the Bat Dodgem arena!

ALL CHARGED UP

Make your way back to the Power Station and place the final charge. A current runs up the wire and jolts the transistor atop the Power Station's roof, causing an explosion that blows a hole in the building and scores you lots of studs.



That was quite a show! Enter the Power Station and push on the green side of the spinner handle to channel the current through the wire to the right. This powers the nearby Gotham sign, which also abruptly blows up, coughing up more studs.



SIGN TIME

Destroy the fallen remains of the Gotham sign to discover some bouncing LEGO pieces, then build these to add a red "L" to the nearby neon sign. Hmm, something still isn't quite right ...



Notice two valves and a button near the sign. Spin the left valve to rotate the sign's yellow "3" into an "E," then turn the right valve until it stops on a green "O." You're getting warmer!



Now simply step onto the button between the valves when the "G" appears on the sign. What's that spell? LEGO! Plus, you get a bunch of studs!

SUNKEN SUIT

By this point, you should be closing in on the one million-stud mark. Let's get you there! Have Batman suck some juice from the Power Station's hub of electric switches, then bring this charge to the third island's south pier.



Charge the electric switch to activate a nearby crane, which hoists a Power Suit up from the murky waters. Have Batman jump over and change into this new suit.



HORSING AROUND



Run north and fire a homing missile to destroy the silver horse statue near the third island's subway. The Penguin's bomb goons couldn't destroy this due to its tall base, which turns out to be a Deconstructor target.



Cross the bridge to reach the central island, then go north and blast a second silver horse statue to expose its base—another Deconstructor target!

ACE IN THE HOLE

Switch to Superman and fly south toward Ace Chemicals. Use heat vision to destroy the gold drum atop the factory, near the "Ace" sign.



The gold drum was covering a piston. Have Superman land on it to depress the piston and activate the factory, filling the vat below with purple fluid.



Land and give the valve in front of the factory a spin to mix the chemicals. A monstrous robot emerges from the nearby vat—it's the Joker robot!

DECONSTRUCTING LEGO GOTHAM



Awesome—your very own Joker robot! Pilot this mean machine and stomp north. Hold the Attack button to fire the Joker robot's Deconstructor at the nearby horse statue base. The Deconstructor rips the base apart, leaving only a precious purple stud behind.



Lastly, deconstruct the nearby sparkling bat sculpture to obtain some bouncing LEGO pieces. Build these into a lever, then pull it to make a building pop up from the ground nearby.



The first island has nothing to Deconstruct, so march to the third island and blast the other horse statue base to uncover another purple stud.



Now build the bouncing LEGO pieces in front of the building to slap a sign that reads "Wayne" onto it. Hey, this must be Wayne Tower! But it's so short ...



Toggle to Superman and pull the nearby orange handle, which begins to glow once the "Wayne" sign has been repaired. Wayne Tower rises into the heavens as you yank the handle, growing to its proper stature.



Great work, hero! All that's left to do is fly up to the top of Wayne Tower and grab the purple studs you find on its roof. If you've been thorough in your search for studs, then this final stash should be enough to push you over the one million-stud mark!

STUD ROUNDUP

Still a few studs shy of a million? Not to worry! See if the following tips can get you there.



Ride the subway! Use the far-right lever to open the train car's doors, then jump out and grab all those studs as you speed past. Superman can collect these quite easily.



Heat things up! Superman's heat vision can destroy rooftops when he gazes down at them from the sky. Blast all suspicious objects with heat vision and see if they can be destroyed for a profit!



Use Superman! Fly around and grab any studs you see atop buildings. The gate towers near the bridges and the Power Station all have valuable studs hidden on their roofs.

CHECKLISTS...

WITH SO MANY HIDDEN GOODIES SCATTERED ACROSS GOTHAM, HEROES NEED A PLACE WHERE THEY CAN KEEP TRACK OF EVERYTHING. THESE ENDING CHECKLISTS ARE DESIGNED TO HELP YOU EASILY CHECK OFF ANYTHING AND EVERYTHING YOU ACCOMPLISH DURING YOUR ADVENTURES IN GOTHAM CITY.

CHARACTERS



Unlocking characters lets you use all sorts of heroes and villains during Free Play. Some characters are unlocked by normal game progression, but most must be sought out and purchased to unlock them. The following table breaks everything down.

CHARACTERS

UNLOCKED?	CHARACTER	NOTES	REQUIREMENTS	COST
<input checked="" type="checkbox"/>	Alfred	Wayne Manor's front door.	35 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Aquaman	On a rooftop east of Gotham Beach. Encountered during Gold Brick 55's suit route.	70 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Bane	On Gotham Beach. Just beat him up.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Batgirl	On the toxic waste-covered rooftop with a zipline to the west of the Power Station. Encountered during the suit route that leads to Gold Brick 115.	65 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Batman	Unlocked through Story mode progression.	Finish Level 1: Theatrical Pursuits	N/A
<input checked="" type="checkbox"/>	Black Canary	On a low roof on the south side of the Metro Station area. [Encountered during Gold Brick 43's suit route.]	150 Gold Bricks	500,000
<input checked="" type="checkbox"/>	Brainiac	Near the Batcomputer Remote Terminal in Gotham Park. Just beat him up.	Finish Level 4: Asylum Assignment	500,000
<input checked="" type="checkbox"/>	Bruce Wayne	On top of Wayne Tower.	45 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Captain Boomerang	Enter Arkham Asylum through the main door, then smack him with a Batarang.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	Catwoman	On top of the Police Station. Defeat her in battle.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Clark Kent	On a roof north of City Hall. Encountered along the suit route that leads to Gold Brick 123.	100 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Clayface	Outside Gotham Bank. Just beat him up.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	Clown Goon	Beat up lots of Clown Goons around Gotham City. These guys are everywhere.	None	50,000
<input checked="" type="checkbox"/>	Commissioner Gordon	The Police Station's west entrance (street level).	30 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Cyborg	Unlocked through Story mode progression	Finish Level 14: Tower Defiance	N/A
<input checked="" type="checkbox"/>	Dick Grayson	Use the grapple signal on the west side of the Harborside Theater entrance, then climb halfway up the theater building.	40 Gold Bricks	125,000
<input checked="" type="checkbox"/>	The Flash	Unlocked through Story mode progression.	Finish Level 15: Heroes Unite	N/A
<input checked="" type="checkbox"/>	General Zod	On top of a building near the south island's Metro Station. Attack him with Superman.	Finish Level 4: Asylum Assignment	500,000
<input checked="" type="checkbox"/>	Green Lantern	Unlocked through Story mode progression.	Finish Level 14: Tower Defiance	N/A
<input checked="" type="checkbox"/>	Harley Quinn	Just beyond the main (west) entrance to the Amusement Mile. Whack her with the Batarang.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Hawkgirl	On a rooftop to the southeast of the Ace Chemicals factory. Encountered during Gold Brick 59's suit route.	55 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Hawkman	On the roof of a building that's just south of the north island bridge. Encountered during Gold Brick 92's suit route.	60 Gold Bricks	125,000

CHARACTERS, CONT.

UNLOCKED?	CHARACTER	NOTES	REQUIREMENTS	COST
<input checked="" type="checkbox"/>	Huntress	On a roof along Gold Brick 45's suit route.	50 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Hush	On top of Gotham Hospital. Just beat him up.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	The Joker	On top of the Ace Chemicals building. Just beat him up.	Finish Story Mode	250,000
<input checked="" type="checkbox"/>	Killer Croc	Under the Water Works facility. Use the Hazard Suit above to clean up the toxic waste, then just beat him up.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Killer Moth	Orbiting light bulb atop the Power Station. Switch off the bulb and defeat his waves of goons.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	Lex Luthor	On top of the Yacht Club. Just beat him up.	Finish Story Mode	250,000
<input checked="" type="checkbox"/>	LexBot	Beat up lots of LexBots around Gotham City. Check near Wayne Tower (south island).	None	50,000
<input checked="" type="checkbox"/>	Lois Lane	On a rooftop visited during Gold Brick 36's suit route, just west of the main road that leads to the Harborside Theater.	25 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Mad Hatter	Outside of the Harborside Theater. Just beat him up.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	Man-Bat	On top of Gotham Cathedral. Destroy the gold bell to reveal him.	Finish Level 4: Asylum Assignment	500,000
<input checked="" type="checkbox"/>	Martian Manhunter	On the roof of the tall building that's just north of Gotham Park.	175 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Mime Goon	Beat up lots of Mime Goons around Gotham City. Check near Harborside Theater (north island).	None	75,000
<input checked="" type="checkbox"/>	Mister Freeze	On top of Gotham Observatory. Defeat his waves of goons.	Finish Level 4: Asylum Assignment	500,000
<input checked="" type="checkbox"/>	Penguin	On the top layer of the giant sphere above Gotham Zoo. Defeat his waves of goons.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Poison Ivy	Chase Poison Ivy around the Botanical gardens.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Policeman	On the small security office near Arkham Asylum's Batcomputer Remote Terminal.	15 Gold Bricks	25,000
<input checked="" type="checkbox"/>	Rā's al Ghūl	On a low roof near the north island's Metro Station. Just beat him up.	Finish Level 4: Asylum Assignment	100,000
<input checked="" type="checkbox"/>	The Riddler	On top of Wayne Tower. Defeat his waves of goons.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Riddler Goon	Beat up lots of Riddler Goons around Gotham City. Check near the Power Station (central island).	None	25,000
<input checked="" type="checkbox"/>	Robin	Unlocked through Story mode progression.	Finish Level 1: Theatrical Pursuits	N/A
<input checked="" type="checkbox"/>	Scarecrow	Inside the big pumpkin at the end of Amusement Mile's north pier. Destroy the gas pumps, then beat him up.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Sinestro	On top of building just southeast of the central island's Metro Station.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Supergirl	On the roof of the tall building with a large banner of Lex Luthor to the east of Gotham Park's south end.	250 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Superman	Unlocked through Story mode progression.	Finish Level 5: Chemical Crisis	N/A
<input checked="" type="checkbox"/>	Two-Face	On top of City Hall. Just beat him up.	Finish Level 4: Asylum Assignment	125,000
<input checked="" type="checkbox"/>	Two-Face Goon	Beat up lots of Two-Face Goons around Gotham City. Check near City Hall (South Island).	None	25,000
<input checked="" type="checkbox"/>	Vicki Vale	Atop the building just east of the Gotham Bank. Encountered along the suit route that leads to Gold Brick 154.	20 Gold Bricks	125,000
<input checked="" type="checkbox"/>	Wonder Woman	Unlocked through Story mode progression.	Finish Level 15: Heroes Unite	N/A



VEHICLES



There are more than 50 land, sea, and air vehicles to acquire in LEGO Batman 2. Here's how to get them all.

NOTE

You must complete Level 4: Asylum Assignment before you can purchase vehicles.

VEHICLES

UNLOCKED?	VEHICLE	NOTES	COST
✓	Ambulance	Parked at Gotham Hospital.	100,000
✓	Bane's Mole Machine	On the central island's north edge, next to a giant LEGO statue.	1,000,000
✓	Batcycle	Available from game start.	N/A
✓	Batman Dodgem	In a back alley near the north island's Metro Station.	75,000
✓	Bat-Copter	Available from game start.	N/A
✓	Batboat	Available from game start.	N/A
✓	Batboat (Minikit)	Collect all 10 minikits from Level 14.	N/A
✓	Batman's Watercraft	Available from game start.	N/A
✓	Batmobile	Available from game start.	N/A
✓	Batmobile (Minikit)	Collect all 10 minikits from Level 13.	N/A
✓	Batwing	Available from game start.	N/A
✓	Batwing (Minikit)	Collect all 10 minikits from Level 7.	N/A
✓	Brainiac's UFO	On top of a building to the southwest of Gotham Park.	750,000
✓	Catwoman's Motorbike	In an alley to the east of Gotham Park.	150,000
✓	Clown Goon Boat	Docked at the island's west pier.	100,000
✓	Fire Engine	Parked at the dead end north of Gotham Cathedral.	100,000
✓	Giant Dodgem	On the north side of the Gotham Funland Entrance parking lot.	500,000
✓	Harley Quinn's Monster Truck	On the west side of the Gotham Funland Entrance parking lot.	1,000,000
✓	Harley Quinn's Monster Truck (Minikit)	Collect all 10 minikits from Level 1.	N/A
✓	Harley Quinn's Motorbike	Get 100 percent game completion.	N/A
✓	Joker Digger	In the Ace Chemicals parking lot.	150,000
✓	Joker's Helicopter	On top of a building east of Gotham Park on the way to Ace Chemicals.	250,000
✓	Joker's Helicopter (Minikit)	Collect all 10 minikits from Level 5.	N/A
✓	Joker's Speedboat	Offshore at the north tip of Gotham Beach.	750,000
✓	Joker's Speedboat (Minikit)	Collect all 10 minikits from Level 2.	N/A
✓	Killer Croc's Speedboat	Offshore on the east side of the Water Works facility.	750,000
✓	LexCorp Juggernaut	Parked behind Gotham Bank.	1,000,000

UNLOCKED?	VEHICLE	NOTES	COST
✓	LexCorp Juggernaut (Minikit)	Collect all 10 minikits from Level 6.	N/A
✓	LexCorp Limousine	Parked out front at the Yacht Club.	250,000
✓	LexCorp Micro-VTOL	On top of a building south of the Water Works facility.	1,000,000
✓	LexCorp Mini-VTOL	Beat Level 10: Down to Earth.	N/A
✓	LexCorp VTOL (Minikit)	Collect all 10 minikits from Level 8.	N/A
✓	Mr. Freeze's Iceberg (Minikit)	Collect all 10 minikits from Level 12.	N/A
✓	Multi-colored Batmobile	Available from game start.	N/A
✓	News Helicopter	On top of a building just northeast of Gotham Park.	150,000
✓	News Reporter Van	In an alleyway between Ace Chemicals and Gotham Park.	55,000
✓	Penguin's Submarine	Docked at the island's south pier, near the Police Station.	150,000
✓	Penguin's Submarine (Minikit)	Collect all 10 minikits from Level 11.	N/A
✓	Police Boat (Minikit)	Collect all 10 minikits from Level 10.	N/A
✓	Police Car	Parked at the southeast dead end, south of Gotham Bank.	100,000
✓	Police Car (Minikit)	Collect all 10 minikits from Level 9.	N/A
✓	Police Helicopter	On top of a building just east of Gotham Park.	200,000
✓	Police Riot Truck	Parked in the alley south of Gotham Cathedral.	100,000
✓	Pumpkin Car	At the far east end of the north island.	50,000
✓	Robin's Helicopter	Available from game start.	N/A
✓	Robin's Motorbike	Available from game start.	N/A
✓	Robin's Submarine	Available from game start.	N/A
✓	Robin's Watercraft	Available from game start.	N/A
✓	Scarecrow Biplane (Minikit)	Collect all 10 minikits from Level 4.	N/A
✓	Speedboat	Offshore and down the ramp on the east edge of the island, next to the Power Station.	450,000
✓	Sports Fishing Boat	Offshore and down the ramp at the south edge of the island.	450,000
✓	Two-Face's Truck	Parked next to City Hall.	250,000
✓	Two-Face's Truck (Minikit)	Collect all 10 minikits from Level 3.	N/A
✓	Whirly-Bat	Available from game start.	N/A
✓	Wonder Woman's Invisible Jet (Minikit)	Collect all 10 minikits from Level 15.	N/A

MINIKITS



Every level in LEGO *Batman 2* contains 10 special collectibles known as minikits. Find all 10 minikits in a level to earn a gold brick and unlock a new vehicle! Note that many minikits can be acquired only when revisiting the missions in Free Play, as detailed in the following tables.

LEVEL 1: THEATRICAL PURSUITS

NO.	MODE	NOTES
1	Free Play	Use Lex Luthor's Deconstructor to rip open the Batboat.
2	Free Play	Destroy three silver table bases in the stage area.
3	Free Play	Claim Robin's Acrobat Suit and flip along the poles on the right background wall.
4	Free Play	Destroy the gold lock near the medieval set and pull down the blue magnet bike beyond. Drop through the floor and play the organ.
5	Free Play	Use Lex Luthor's Deconstructor to reveal an electric switch near the castle, then use the Electric Suit to power the switch.
6	Story	Hop through the castle's windows after the goons jump through.
7	Free Play	Use Man-Bat or Black Canary to shatter the popcorn popper's glass window, then use heat vision to cook the gold kernels.
8	Free Play	Freeze the lobby's right waterfall, then climb up. Smash the balcony's fire extinguisher and build the bricks to form a zipline to the minikit.
9	Story	After beating Two-Face, use Robin's Acrobat Suit to flip along the poles to the right of the background stairs.
10	Story	Destroy three green shutters on the wall in the projector room.

LEVEL 2: HARBORING A CRIMINAL

NO.	MODE	NOTES
1	Free Play	During Free Play, use Superman's heat vision to destroy the gold spotlight behind Robin's helicopter.
2	Story	Destroy the silver bar above the award sign to the left of the theater's entrance.
3	Story	Destroy the silver spotlight, then build the bricks into an ice cream truck. Drive and follow a trail of studs to find a minikit.
4	Story	Destroy five identical signboards around the theater building's exterior. One is hidden and requires the Magnet Suit to find.
5	Story	While scaling the theater building, search behind the left circular tower.
6	Story	After pulling the right circular tower's glowing orange handle, circle around the tower.
7	Story	While chasing the Joker's boat around the harbor, blast two yellow carts that roll along a roller coaster track.
8	Story	While battling the Joker in the parking lot after the boat chase, destroy four parked cars.
9	Story	Drive the cart in the parking lot's left foreground corner.
10	Free Play	Destroy the gold clamps on the side of the construction vehicle, then fix the foreground truck's ramp and drive the construction vehicle onto it.

LEVEL 3: ARKHAM ASYLUM ANTICS

NO.	MODE	NOTES
1	Story	After acquiring the Power Suit, fire a missile to destroy the large statue that was wearing the top hat.
2	Story	After causing Two-Face to crash, loop around the wall to the south and use the Batsuit to shatter the glass doorway.
3	Free Play	Fly around and locate five tiny fountains within the maze. Freeze and shatter each one.
4	Free Play	Deconstruct the black wall to the left of the starting point, then use heat vision to destroy the gold panels on the wall and use Green Lantern to build the green LEGO bricks.
5	Free Play	Deconstruct the black gate to the right of the starting point, then use Poison Ivy to travel through the plants. Drain the switch's electricity with Joker, then backtrack and pull the orange handle.
6	Free Play	Fly to the far-left passage, then with heat vision, overheat four gold flowers. Use Aquaman to cross the water, then overheat the gold statues and solve a simple puzzle.
7	Free Play	Fly to the left and spy a passage with a metal floor. Hang from the two wall handholds to lower them. Use Cyborg to pull a magnetic crate north under the metal floor. Search beneath the floor.
8	Free Play	Fly north and left from the starting point to find a passage with a spiked pit. Deconstruct the black statue and build a switch. Pull the switch, then shatter the glass with Man-Bat or Black Canary.
9	Free Play	Fly to the northernmost passage, then change to Harley Quinn and flip along the poles. Push the spinner to lower the gate, then use Aquaman or Killer Croc to search the nook beneath the spinner.
10	Story	Use the Power Suit to pull the glowing orange handle near the center of the maze.

LEVEL 4: ASYLUM ASSIGNMENT

NO.	MODE	NOTES
1	Story	To the left, in the underwater passage between the two fans.
2	Free Play	Fly over the fence and into Killer Croc's cage.
3	Free Play	Use Aquaman to pull the underwater orange handle.
4	Free Play	After lowering the stairs, drop to the Joker box to the right and use the Joker to open.
5	Free Play	After freezing the two water spouts, run to the foreground and use Cyborg to open a magnetic door. Build the Green Lantern bricks and drop through the hole.
6	Free Play	In Mr. Freeze's hold, use the Penguin to send a bomb through the right foreground igloo.
7	Free Play	Use Aquaman to wash away five patches of Joker/Riddler/Two-Face graffiti.
8	Story	Claim Robin's Acrobat Suit and flip along the overhead poles in the monitor room.
9	Free Play	After using the X-ray board, run into the foreground and descend a ladder. Deconstruct the door.
10	Free Play	Inside Poison Ivy's cell. (Fly over and use Poison Ivy to enter.)

LEVEL 5: CHEMICAL CRISIS

NO.	MODE	NOTES
1	Free Play	Fly up and with heat vision overheat and destroy the gold circular vent high in the background near the start.
2	Free Play	Fly up the tube in the wall near the second chemical station.
3	Free Play	After finding the Magnet Suit signal, Deconstruct the black LEGO to the left and build the bricks, then pull the orange handle.
4	Free Play	After the bridge explodes, fly into the background and pass over a Laser fence to claim a minikit.
5	Free Play	Find and open three Joker presents hidden throughout the second area. The first requires the Deconstructor.
6	Free Play	With heat vision, overheat and destroy the gold base of a tower, then build the Green Lantern bricks to recover a prize from the chemical vat.
7	Story	Use Superman's freeze breath to extinguish five LEGO fires around the third area.
8	Free Play	Use Cyborg to manipulate the magnetic object near the third area's starting point, then solve the floor maze puzzle.
9	Free Play	After shutting off the electrified area, use Poison Ivy to pass through the background vine patch.
10	Story	With heat vision, overheat and destroy five gold air conditioning units on the rooftop.

LEVEL 6: CHEMICAL SIGNATURE

NO.	MODE	NOTES
1	Story	Shoot and destroy three yellow cabs parked along the road as you race after Lex's truck.
2	Story	Blast a large white billboard as you pursue Lex's truck.
3	Story	Shoot down a large overhead billboard as you chase Lex's truck.
4	Free Play	Use heat vision to destroy the gold "L" on the first compartment's left side.
5	Story	On the far right side of the truck's first compartment. Use Robin's magnet to slide it along the floor and up through the hole.
6	Free Play	Use Poison Ivy to pass through the flower bed on the far right side of the truck's second compartment.
7	Free Play	Use Lex Luthor to Deconstruct the door on the truck's rear bumper (jump there from the roof).
8	Free Play	Use heat vision to destroy the gold panel on the front of the truck.
9	Story	Drop from the hand holds on the front of the truck.
10	Free Play	In the final compartment, above the truck's engine core (fly up through the roof).

LEVEL 7: UNWELCOME GUESTS

NO.	MODE	NOTES
1	Story	Shoot down three crates tied to balloons. One drifts by each time you jump into a vehicle and take aim at Lex and the Joker.
2	Free Play	Deconstruct the Bat Computer with Lex Luthor.
3	Free Play	Use heat vision to destroy the gold plate left behind after the Acrobat Suit signal shatters.
4	Free Play	Blow out the LEGO fires on the foreground bat symbol.
5	Free Play	Above the Batwing (fly up to reach it).
6	Story	Locate and destroy three large Joker signs during the escape.
7	Free Play	Deconstruct the door of the office to the left of the dinosaur exhibit, then shatter the glass inside.
8	Story	Destroy the gold rocky wall on the right foreground ledge where you build the zipline.
9	Story	Destroy the gold egg beneath the dinosaur after Robin moves the robot.
10	Free Play	Destroy the boulders to the right of the silver rocks above the dinosaur to expose a Riddler box.

LEVEL 8: DESTINATION METROPOLIS

NO.	MODE	NOTES
1	Story	After disabling the left engine, use heat vision to destroy the two gold grids as you circle around the front of the airship.
2	Story	Smash the boxes on the right of the airship's rear cargo hold, then build the bricks into a switch that summons the minikit.
3	Free Play	Deconstruct the two circular doors in the rear cargo hold, then deconstruct the black debris beyond and step on both buttons.
4	Free Play	Find and destroy the three Kryptonite generators inside the airship.
5	Free Play	Fly up to an overhead ledge in the reactor room. Change into the Batsuit and shatter the nearby glass vent.
6	Free Play	Use Lex Luthor to Deconstruct the black crate on the storage chamber's right side, then use Green Lantern to build the green bricks.
7	Free Play	Deconstruct the storage room's right door lock to enter the right side room. Batarang all five red lights at once.
8	Free Play	In the right side room, smash objects to obtain bricks, then build these into a vehicle. Pilot it and follow the trail of studs to the minikit.
9	Free Play	Use the Joker to enter the storage chamber's left side room, then clear the toxic waste off a switch. Pull the switch and use Robin's Acrobat Suit to beat the video game.
10	Free Play	Deconstruct the black object on the left side of the bridge, then pull the orange handle.

LEVEL 9: RESEARCH AND DEVELOPMENT

NO.	MODE	NOTES
1	Story	Use heat vision to destroy the gold rim around the minikit display case on the lobby's left side.
2	Free Play	Deconstruct the black object on the lobby's right side, then build the bricks into a jet pack to make a minikit appear.
3	Free Play	Use a grapple handle to get Batman to the lobby's top floor in his Power Suit. Destroy the silver object, then hang from the handhold. Smash the junk in the dark room, then use Green Lantern to build the bricks.
4	Story	Batarang five LCD screens around LexCorp. The first two are in the area after the lobby. The last three are in the area that follows the lab.
5	Free Play	Use Cyborg to change the direction of the conveyor belts, then fire another missile to blast loose the minikit.
6	Free Play	Use Black Canary or Man-Bat to shatter the glass case on the lab's right side, then pull the switch and open the Joker box.
7	Story	In the area with the reactors, hidden behind the reactor with the orange handle.
8	Free Play	Use Aquaman to clear the toxic waste off the floor beyond the Kryptonite pit, then have Cyborg pull up the minikit.
9	Story	Fly up and claim the high, hovering minikit after the robot battle.
10	Free Play	Use Aquaman to clear the toxic waste in the robot arena's corner, then build the bricks into an electric switch. Power this with the Joker, then use the Flash to quickly run around the four floor tiles.

LEVEL 10: DOWN TO EARTH

NO.	MODE	NOTES
1	Story	Shoot down a crate that's tied to balloons during the initial chase.
2	Story	Shoot down a second crate that's tied to balloons during the initial chase.
3	Story	Shoot down a third crate that's tied to balloons during the initial chase (after disabling a foot thruster).
4	Story	Shoot down a fourth crate that's tied to balloons during the initial chase (after disabling a foot thruster).
5	Story	Blast the giant purple missiles that the Joker robot launches at you after you disable both of its foot thrusters.
6	Story	After landing, use heat vision to destroy the gold plate on the robot's right leg, then build the bricks into a missile turret.
7	Free Play	Use Lex Luthor's Deconstructor to rip open the black panel on the left leg.
8	Free Play	Deconstruct the black panel on the robot's lower torso.
9	Free Play	Use the left leg's turret to shoot down objects.
10	Story	Destroy the three turrets that pop up and attack after you pull out the first set of fuel lines.

LEVEL 11: UNDERGROUND RETREAT

NO.	MODE	NOTES
1	Free Play	Use Lex Luthor to Deconstruct the black wall above the large generator, then fly through the hole.
2	Free Play	After collecting Minikit 1, drop to a lower area and open the Riddler box.
3	Story	After obtaining the Power Suit, run back to the start of the mission and destroy the silver debris, then pull the lever.
4	Free Play	In the second train tunnel, fly over the train to the right to reach a minikit (or use Poison Ivy).
5	Free Play	Use Aquaman to wash away seven patches of Joker/Riddler/Two-Face graffiti in the second and third subway tunnels.
6	Free Play	After the Joker robot throws the subway train out of your way, fly up and grab the minikit on the ledge in the tunnel.
7	Free Play	Deconstruct the black debris to the left of the fork in the second tunnel, then pull the orange handle.
8	Free Play	Deconstruct the black objects on the right side of the third tunnel, then use the Flash to build a handle from the bricks. Push the trolley toward the Joker robot.
9	Free Play	Use Cyborg to open the magnetic top hatch of the third train car during the final segment. Drop inside the car.
10	Free Play	Before stopping the speeding train, fly up and collect the minikit on the final car's roof.

LEVEL 12: THE NEXT PRESIDENT

NO.	MODE	NOTES
1	Free Play	Use Lex Luthor to Deconstruct the front of the news van on the far-right, then use Green Lantern to build the bricks that spill out.
2	Story	Destroy five white-bordered election posters of Lex Luthor around the City Hall building.
3	Free Play	Equip the Batsuit (only during Free Play) and shatter three glass windows around the City Hall building.
4	Free Play	Don the Sensor Suit (only during Free Play), become invisible, and then enter the nearby security cage.
5	Story	Hidden between the feet of the tall, horn-blowing statue to the right of the podium.
6	Free Play	Use Lex Luthor to Deconstruct the black object high up on the City Hall building. Fly up to the minikit.
7	Free Play	Fly up to the City Hall building's clock, then land and change to Cyborg. Manipulate the clock's magnetic hands.
8	Free Play	On the rooftop, destroy the silver container beneath the scaffolding near the Joker robot.
9	Free Play	On the rooftop, use Robin's Hazard Suit (Free Play only) to wash away the three puddles of toxic waste.
10	Free Play	On the left side of the roof. Use the Acrobat Suit to activate the satellite array.

LEVEL 13: CORE INSTABILITY

NO.	MODE	NOTES
1	Story	Topple three different statues to weaken the Joker robot.
2	Story	Shoot Two-Face's jeep, which appears just moments after the level begins.
3	Story	Destroy 10 spotlights along the streets.
4	Story	Aim high and shoot down a large billboard on the right side of the street.
5	Story	Aim high and blast another large billboard on the street's left side.
6	Story	Blast a taxi that's parked on the left side of the road.
7	Story	Shoot the large key in the hand of a giant LEGO statue that doesn't have a silver base.
8	Story	After damaging the Joker robot for the first time, destroy Two-Face's jeep again.
9	Story	Destroy the five large purple barrels that line the streets after you damage the Joker robot.
10	Story	Shoot down the low-flying helicopter that appears after you damage the Joker robot twice.

LEVEL 14: TOWER DEFIANCE

NO.	MODE	NOTES
1	Story	Use Cyborg's laser eye to destroy the gold crate near the starting point.
2	Free Play	Use Lex Luthor's Deconstructo to rip apart the black object near the starting point, then use the Flash to rebuild the black LEGO bricks.
3	Free Play	Use Aquaman to wash away five patches of Joker graffiti around the offices.
4	Story	On the second floor, ride on the small Batwing amusement ride beyond the gold wall.
5	Free Play	Deconstruct the black door beyond the gold wall, then Deconstruct the Batwing beyond.
6	Story	After being blown up the elevator shaft, search behind the Electricity Suit signal.
7	Free Play	Use Poison Ivy to travel through the flower bed on the wall near the electrified floor. Destroy four objects with pink lights in the secret room you visit.
8	Story	Use Robin's Hazard Suit to fill the water tank near the rooftop's starting point, then use Green Lantern to collect the minikit from the neighboring tank.
9	Story	Fly up and destroy the generator on the scaffolding to the left of the Joker robot's third and final rooftop position.
10	Free Play	Deconstruct the black wall to the right of the Joker robot's third and final rooftop position.

LEVEL 15: HEROES UNITE

NO.	MODE	NOTES
1	Story	Use Cyborg to destroy the gold object on the Joker robot's back (beyond its head), then fly up and claim the minikit.
2	Story	Rip open the foreground crate with Cyborg or Wonder Woman.
3	Free Play	Extinguish five small fires around the area.
4	Free Play	Use Superman to fly up high and destroy the helicopter's gold door.
5	Free Play	Use Aquaman to clear up the toxic waste near the Riddler box behind the robot's left arm, then use Riddler to open the box.
6	Free Play	Use the Joker to open the box behind the robot's right arm.
7	Free Play	Extinguish the flames around the LexBot transport pod to the left, then build the pull handle and grapple it.
8	Free Play	Use the Penguin's bomb goons to destroy the silver crate to the right, then build the bricks and call for a gun turret. Blast ten LexBots with the turret.
9	Free Play	Before disabling the Joker robot's left arm, use the Joker to power the electric switch on the right.
10	Free Play	After disabling the robot's left arm, use Aquaman to clean up the toxic waste left by the hydraulic fluid.



CITIZENS IN PERIL



Fifty of Gotham City's least fortunate citizens are stuck in life-threatening situations, and it's up to you to rescue them. Each level has one imperiled citizen, and 35 more are scattered across Gotham City. Every imperiled citizen you rescue scores you a gold brick, so save these poor souls whenever you can!

CITIZENS IN PERIL: LEVELS

RESCUED?	LEVEL	MODE	NOTES
✓	Level 1: Theatrical Pursuits	Story	On the table on the left side of the stage area (defeat the goon).
✓	Level 2: Harboring a Criminal	Story	On the right side of the first area, guarded by two goons with guns.
✓	Level 3: Arkham Asylum Antics	Free Play	On the right side of the maze, being beaten by goons (fly there).
✓	Level 4: Asylum Assignment	Free Play	Use Penguin to destroy the silver bars of the prison cells before the long corridor to Scarecrow.
✓	Level 5: Chemical Crisis	Free Play	Fly up to the balcony above the third area's X-ray wall, then use Black Canary or Man-Bat to shatter the glass and extinguish the flames with Superman.
✓	Level 6: Chemical Signature	Story	On the truck's rear bumper (after boarding Lex's truck).
✓	Level 7: Uninvited Guests	Story	Surrounded by fire near the dinosaur exhibit (extinguish the flames).
✓	Level 8: Destination Metropolis	Free Play	Use Cyborg's magnetism to pull in the antenna on the airship's roof.
✓	Level 9: Research and Development	Free Play	Fly up to the lobby's top floor, then use Aquaman to clear the toxic waste around the citizen.
✓	Level 10: Down to Earth	Story	During the initial chase, shoot down the enemy aircraft that's chasing after the news helicopter.
✓	Level 11: Underground Retreat	Free Play	Deconstruct the black debris at the fork in the second tunnel, then pull the orange handle.
✓	Level 12: The Next President	Free Play	On the rooftop, fly up to the magnetic flag pole, then use Cyborg to pull it close.
✓	Level 13: Core Instability	Story	Stuck in a tree on the left side of the road (shoot the tree).
✓	Level 14: Tower Defiance	Story	On the scaffolding to the left of the Joker robot's final rooftop position.
✓	Level 15: Heroes Unite	Free Play	Trapped in a car on the left. Shatter the window with Black Canary or Man-Bat.

CITIZENS IN PERIL: GOTHAM CITY

RESCUED?	ISLAND	TYPE	NOTES
✓	North	Venus Fly Trap	At the small ruins at the north end of the island's west coast, northwest of the Botanical gardens.
✓	North	Venus Fly Trap	Just to the west of Arkham Asylum's entrance.
✓	North	Venus Fly Trap	Near the Botanical gardens parking lot.
✓	North	Venus Fly Trap	South of the Botanical gardens, near the edge of the island.
✓	North	Goons	Behind the Sock a Croc stand next to the Helter Skelter (giant slide) at the Amusement Mile.
✓	North	Frozen	On the Harborside Theater's right side.
✓	North	Fire Hydrant	Across the street from the north island's Metro Station.
✓	Central	Venus Fly Trap	Just across the road from the ramp that leads down to Gotham Beach, behind some corrugated fences.
✓	Central	Goons	Just north of Gotham Beach, behind the buildings.
✓	Central	Frozen	In the alleyways west of the triangular block of buildings west of Gotham Park's hedge maze.
✓	Central	Frozen	In an alley northwest of Gotham Zoo.
✓	Central	Venus Fly Trap	In a small fenced-off area west of Gotham Zoo.
✓	Central	Fire Hydrant	North on the street from the northwest corner of the Gotham Park.
✓	Central	Fire Hydrant	Just west of the north island bridge.
✓	Central	Frozen	East of the north end of Gotham Park.
✓	Central	Fire Hydrant	On the east side of Gotham Park, on the point of the "Y" intersection.
✓	Central	Goons	West from the small park with the two spires and the Acrobat Suit signal, between Gotham Park and the Power Station.
✓	South	Frozen	Across from the Water Works, just east of the north island bridge.
✓	South	Fire Hydrant	Southeast of the south island's Metro Station.
✓	South	Goons	Northeast of the small park with the two spires and the Acrobat Suit signal, between Gotham Park and the Power Station. Behind a fence.
✓	South	Venus Fly Trap	Behind the small blue church near the central island's southeast coast.
✓	South	Fire Hydrant	On the east side of the road between the Water Works and the Power Station, near a water tower.
✓	South	Fire Hydrant	Southwest of the Power Station.
✓	South	Venus Fly Trap	West side of Gotham Cathedral's grounds.
✓	South	Venus Fly Trap	Near the south coast, directly south of Wayne Tower.
✓	South	Frozen	In an alley directly south of Gotham Cathedral.
✓	South	Frozen	North and slightly east from Gotham Cathedral.
✓	South	Fire Hydrant	Southeast of the south island's Metro Station.
✓	South	Goons	In the alley behind Gotham Bank.

RED BRICKS



Red Bricks are special items that bestow magnificent powers when unlocked, such as Extra Hearts and Invincibility. Once you've beaten Story mode, scour Gotham City for 20 red bricks hidden throughout the city. Most of these require either the Joker or the Riddler to access them, which is why it's best to wait until you're able to explore Gotham in Free Play.

RED BRICKS

GOT IT?	NOTES	POWER	COST
✓	While driving toward Arkham Asylum, look for a Riddler box in a cave in the cliffs to the east.	Regenerate Hearts	50,000
✓	In a Joker box atop Arkham Asylum's main entrance [fly up to reach].	Disguises	50,000
✓	In a Deconstructor crate in the Batcave. Fly into the foreground and to the right.	Attract Studs	50,000
✓	In a Joker box on the raised area behind the Helter Skelter [giant slide] at the Amusement Mile.	Beep Beep	50,000
✓	In a Joker box on the right side of the Harborside Theater entrance.	Fall Rescue	50,000
✓	From the north island Metro, face east and move down the road, taking the second right you come to. At the end of this road, on the right, is a Deconstructor crate.	Studs x8	400,000
✓	In a Joker box behind the Ace Chemicals building.	Vine Grapples	50,000
✓	In a Riddler box at the north end of the walkway that runs along Gotham Beach.	Gold Brick Finder	50,000
✓	At Gotham Park, use the control panels on the pier to control an RC submarine and destroy all waves of enemy ships.	Minikit Piece Finder	50,000
✓	In a Riddler box at the back of Gotham Zoo, on the east side of the building.	Extra Toggle	50,000

GOT IT?	NOTES	POWER	COST
✓	In a Riddler box downstairs at the central island's Metro Station.	Character Studs	50,000
✓	In a Riddler box in the small park with the two spires and the Acrobat Suit signal, two blocks east of Gotham Park.	Super Build	50,000
✓	In a Deconstructor crate northwest of the Power Station, within a building complex [jump or fly over the fence].	Studs x6	300,000
✓	Use the control panels to complete the RC car battle in the Power Station's parking lot.	Studs x2	100,000
✓	Play and win the RC ships game on the island's west pier.	Red Brick Finder	50,000
✓	In a Riddler box at the entrance to City Hall.	Extra Hearts	50,000
✓	Play and win the RC car game in the Police Station's parking lot.	Studs x4	200,000
✓	In a Riddler box at the top of Wayne Tower.	Invincibility	200,000
✓	In a Riddler box on the east side of Gotham Cathedral's grounds.	Peril Finder	50,000
✓	In a Deconstructor crate at the island's southeast dead end.	Studs x10	500,000

GOLD BRICKS

Every time you accomplish a noteworthy feat in LEGO Batman 2, you're handed one gold brick as a reward. Over 100 gold bricks



are scattered across Gotham City as well, giving you plenty of reason to explore every inch of the hub. Many characters cannot be unlocked until you amass a certain number of gold bricks, so it's important to stockpile these gleaming treats. There are a total of 250 gold bricks to collect, and the following table breaks down how to find them.

GOLD BRICK BREAKDOWN

ACCOMPLISHED?	FEAT	GOLD BRICKS
✓	Beat every level in Story mode	15 (one per level)
✓	Achieve Super Hero status in every level	15 (one per level)
✓	Find all 10 minikits in every level	15 (one per level)
✓	Rescue every citizen in peril	50 (15 in the levels, 35 in the hub)
✓	Find every gold brick in Gotham City	154 (yowza!)
✓	Beat the hidden level	1 (sneaky!)
✓	Grand Total	250 (way to go!)

ACHIEVEMENTS AND TROPHIES

Complete the following milestones in LEGO Batman 2 to wow your online friends with your epic feats of heroism!

ACHIEVED?	NAME	REQUIREMENT	TROPHY TYPE	GAMERSCORE
<input checked="" type="checkbox"/>	Theatrical Pursuits	Complete Story mode on Level 1.	Bronze	25
<input checked="" type="checkbox"/>	Harboring a Criminal	Complete Story mode on Level 2.	Bronze	25
<input checked="" type="checkbox"/>	Arkham Antics	Complete Story mode on Level 3.	Bronze	25
<input checked="" type="checkbox"/>	Asylum Assignment	Complete Story mode on Level 4.	Bronze	25
<input checked="" type="checkbox"/>	Chemical Crisis	Complete Story mode on Level 5.	Bronze	25
<input checked="" type="checkbox"/>	Chemical Signature	Complete Story mode on Level 6.	Bronze	25
<input checked="" type="checkbox"/>	Unwelcome Guests	Complete Story mode on Level 7.	Bronze	25
<input checked="" type="checkbox"/>	Destination Metropolis	Complete Story mode on Level 8.	Bronze	25
<input checked="" type="checkbox"/>	Research and Development	Complete Story mode on Level 9.	Bronze	25
<input checked="" type="checkbox"/>	Down to Earth	Complete Story mode on Level 10.	Bronze	25
<input checked="" type="checkbox"/>	Underground Retreat	Complete Story mode on Level 11.	Bronze	25
<input checked="" type="checkbox"/>	The Next President	Complete Story mode on Level 12.	Bronze	25
<input checked="" type="checkbox"/>	Core Instability	Complete Story mode on Level 13.	Bronze	25
<input checked="" type="checkbox"/>	Tower Defiance	Complete Story mode on Level 14.	Bronze	25
<input checked="" type="checkbox"/>	Heroes Unite	Complete Story mode on Level 15.	Bronze	25
<input checked="" type="checkbox"/>	City Slicker	Collect all 250 gold bricks (single-player only).	Gold	35
<input checked="" type="checkbox"/>	Halfway Through	Get 50% (single-player only).	Silver	40
<input checked="" type="checkbox"/>	The End	Get 100% (single-player only).	Gold	70
<input checked="" type="checkbox"/>	Extra! Extra!	Collect all the red bricks (single-player only).	Bronze	20
<input checked="" type="checkbox"/>	Test Hero	Test a custom character (build at the Batcave).	Silver	20
<input checked="" type="checkbox"/>	Minikit Hero	Drive, fly, and sail all of the Minikit vehicles.	Gold	20
<input checked="" type="checkbox"/>	Team Building	Unlock all characters (single-player only).	Gold	50
<input checked="" type="checkbox"/>	Super Hero	Get Super Hero status in all 15 levels (single-player only).	Silver	50
<input checked="" type="checkbox"/>	My Hero	Rescue all 50 Citizens in Peril.	Silver	50
<input checked="" type="checkbox"/>	Dynamic Duo	Play a level with a friend in co-op.	Bronze	20
<input checked="" type="checkbox"/>	Justice League	Unlock all Justice League characters (single-player only).	Silver	20
<input checked="" type="checkbox"/>	Toy Gotham	Complete the secret bonus level.	Bronze	20
<input checked="" type="checkbox"/>	Super Villain	Unlock all the bosses (single-player only).	Silver	20
<input checked="" type="checkbox"/>	Subway Hero	Use the Gotham City Metro system to travel between the islands.	Bronze	20
<input checked="" type="checkbox"/>	Combo Hero	Do a finishing move (press the Action button with a high combo).	Bronze	20
<input checked="" type="checkbox"/>	Green Lantern's Light	Defeat Sinestro as Green Lantern.	Bronze	20
<input checked="" type="checkbox"/>	The House of Luthor	Obtain more than 10,100,000,000 Studs (Single Player Only).	Silver	25
<input checked="" type="checkbox"/>	It's A Bird... It's A Plane...	Fly with Superman.	Bronze	20
<input checked="" type="checkbox"/>	Girl Power	Unlock all female heroes and villains (single-player only).	Silver	20
<input checked="" type="checkbox"/>	Inferior Machines	Defeat any LexBot with Brainiac.	Bronze	20
<input checked="" type="checkbox"/>	Kal-El Last Son of Krypton	Lose to General Zod as Superman.	Bronze	20
<input checked="" type="checkbox"/>	Gorilla Thriller	Climb to the top of Wayne Tower while riding a Gorilla and playing as a female character.	Bronze	20
<input checked="" type="checkbox"/>	Complete Hero	Collected all of the Trophies.	Platinum	-



BATMANTM 2

DC SUPER HEROES

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY STEPHEN STRATTON



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This game guide would have not been possible without the following people: Benjamin Harper, Samuel Delaney, Phillip Ring, Melanie Swartz, Graham Stark, Darryl Kelley, Sten Funder Lysdahl, Victoria Setian and Evelyn Icarro. Thank you for your patience and support throughout the process!

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BATMAN 2

DC SUPER HEROES



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Easy-to-Follow Walkthrough

➤ Details every mission and covers all Free Play content in colorful sidebars.

Find Everything

➤ Strategy to help you collect minikits, Red Bricks, Gold Bricks, vehicles and more.

Quick-reference Checklists

➤ Easily keep track of everything you've accomplished.

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ISBN 978-0-307-89543-1



U.S. \$19.99 Can. \$22.99

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